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REVIEWED: TROLL, CYBERNOID, OIDS
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IKARI WARRIORS

A detailed illustration of a muscular, shirtless warrior with a determined expression, wearing a black and gold patterned loincloth and a wide, metallic belt. He is in a dynamic pose, holding a small, round object in his right hand. The background is a chaotic, fiery scene of destruction with smoke, fire, and debris. In the distance, other figures and structures are visible amidst the chaos.

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C+VG team

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▲ CAN YOU RESCUE THE GIRL IN ROCKET R



▲ A HEAVY BARRELL/ARCADE ACTION/P1



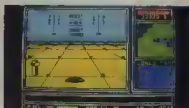
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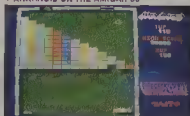
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Inside Story

Winner Stays On is our great new games players challenge. We are looking for the best gamers in the country. Super Prizes are up for grabs in the monthly challenge in which you have the chance to challenge our reigning champion.

This month's cover story has the low-down on the latest blockbuster from Gioemawere - the West Coast firm who brought you *Defender of the Crown*. Featuring screen shots that have to be seen to be believed and schmaltzy American '80s movie plot.

Compos are better than ever - with a chance to win a day out in a Ferrari. We'll ferry you to school, take you out to dinner, and take you for a spin in the mega machine to mark the launch of EA's Ferrari Formula One.

Maps and hints come under the microscope this month - with a whole new look featuring maps of Rastan Sage and Black Lamp with pokes and lore and a great new regular feature entitled Bitter Ends.



▲ TROLL SNEAKS IN/P42

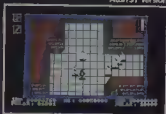


▲ EMPIRE OF THE SUN/P105



▲ THE MAD LEADER IS BACK/P37

Atari ST Version



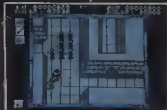
Shogun

Unchain your

the mysterious castle. Release the
them for yourself, only this can
do I want as you can for their
you have the power that the
and yourself not to a new world

Spectrum 48K Version

Arcade Version



ur Imagination

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News

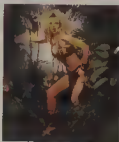
Video cash!

■ May 28th is **Video Charity Day** this year as part of the massive Telethon '88 charity drive, 2000 shops will be taking part nationwide, with customers being encouraged to give as they rent, as well as take part in in-store competitions and raffles.

It's a worthy cause, aiming to raise £250,000 for charities caring for disabled kids, so mark the date!

Foxy Lady

■ There aren't too many starring female lead characters, which makes **Vixen**, the newie in April from **Martech**, doubly refreshing. You play the lost woman on earth, battling to stay alive on the surface and in the caves of a world ruled



by prehistoric nasties. Armed with a magic whip, Vixen isn't exactly your average heroine, but then she doesn't have your common in or garden problems either. **Vixen** is available in April for all formats, in 8 and 16 bit versions.

Dance away

■ At last, the first radio that dances along with you! Mr DJ from Tamy is the name of this frag like little fellow, a

robot radio that moves his mouth, waves his arms and dances around in time with any AM or FM station.

Normally priced at £18.95 or so, we've got one to give away! Simply tell us the name of the famous robot in the film **Forbidden Planet** by the 25th March, and the first one out of the hat gets to take him home.



Sweet Dreams

■ **Knightmare, Anglia TV's** adventure game show, has won a major international award.

The show, which mixes role-playing and advanced computer graphics and

animation, captured the **Jean d'Arcy International Award for Video Production**, beating 19 other entries from around the world including the United States and Japan.

The international jury praised the programme's conception and technical innovations.

Producer and director **Sally Freeman**, who received the award in Paris, said: "Everyone seemed delighted by the programme. We were told it was the most original and exciting piece of television for a long time."

The game, which involves teams of youngsters in a problem-solving quest through a computer-created medieval maze of dungeons and caverns, is the brainchild of Anglia TV journalist **Tim Child**.

He has set up a production company, **Idea Factory**, which will make a new 13-part **Knightmare** series for Anglia for screening on Children's ITV in the autumn.

It will again feature computer graphics and animation from the Travelling Matte Company combined with the fantasy interiors of artist **David Rowe**.

The new series also



promises further innovation in the use of computer environments and interactive drama.



Flying High!

■ **Falcon, Mirrorsoft's** 16-bit flight simulator originally developed by Spectrum Holobyte in America is now available in Europe for the **Amiga** (M44.99) and the **IBM PC** (M34.99), with **Amiga** ST

and **IBM** versions follow.

Apparently aimed at advice seekers, **Falcon** is a complete with controls, and allows you to set up up to

as many as three enemy MI at a time. You can also undertake air to ground missions taking our missile sites, bridges and airfields. A range of weapons. A "black box" flight recorder records your mission, enabling you to replay your dogfights on a spooly or rindies. The game swept awards in America this year, so look forward to a

Bark & Byte

■ If you're sick of outer space shoot-em ups, tired of racing across continents and bored of working your way around dungeons,

Vorminator — a new release from Rainbird Software for the **Atari ST** could be the game for you.

You have been employed

Is it a bird? Is it a plane? Now about a hang-glider or supersonic jet? The answer to all these questions is yes. Impossible, you say. But C+VG Deputy Editor Paul Boughton experiences the impossible when he experiences the X factor.



Photo: Paul

Within the space of a few minutes I'd been suspended, found myself sliding on a space shuttle, looping a loop through a computerised anticyclone, peering into the clouds, stepped to a living glacier, riding the back of a dinosaur, and, as a bonus, a grimy walk to the toilet. I was a bit sick and losing my stomach.

on a rollercoaster
Of course it was all an illusion created by what could be the forerunner of a new generation of joy rides: the Super X Proken simulator. It's a machine that makes a fibreglass capsule 2½ feet long and 1½ feet wide sitting on three

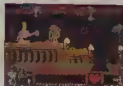
hydraulic rams. It is capable of tilting at 14 degrees and moving at 140 feet per second. They all sit in the capsule, which is 14 feet long. The Super X Proken is to be owned by the state of the capsule. Or it will be projected via a projector taken from a computer synthesised

A computer operates the capsule to raise, lower, and move it in time with the projected picture.

So, for example, if you're moving to the top of a rollercoaster the capsule goes back. When it plunges down so does the capsule. The experience is amazing, as if you're on a real roller coaster.

The simulator was developed by Poole-based Super XL.

The idea is to take the simulator to the best of the theme parks, shopping malls, or museums. But before you try it and get your money's worth, you need to be a birthday or next Christmas, as it must be used by around £2,000 a day.



by the Tree Council to clear an ancient oak of an infestation by hordes of terrifying parasites. For each revolting wriggly thing you take out, you earn extra cash, which you can then sink into buying better equipment.

Atari ST version (£24.95) out in April, Amiga to follow.

Spellbinder!

■ **Sorcerer Lord**, already available on Spectrum and Amstrad, is now out on Commodore 64 at £12.99 cassette, from P55.



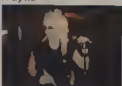
Oh Brother!

■ **Target Renegade** is Ocean's follow up to **Renegade**. Now you play his brother, out for revenge! Before you get within punching, shooting or otherwise maiming distance of chief baddie "Mr Big" you must fight through five levels.



Stamp of Approval

■ **Play-By Mail** goes from strength to strength - that was the verdict after the third **British Play-By-Mail Convention** held in London recently. The convention was hosted by C+VG's very own **Wayne**.



I Spy....

■ The three **Spy Vs Spy** games are to be released on a compilation tape by **Databyte**. The **Spy Trilogy** will be out on Spectrum, Commodore and Amstrad, price £9.95.



Show time

■ This year's **Atari User Show** will be held at Alexandra Palace, North London, on April 22, 23 and 24. Entry on the door will cost adults £3 and £2 for under 16s.

Chocs away

■ **Cascade**, the company which scored a massive hit with **Ace** and **Ace II**, takes to the air again later this year with a tie up with the Royal Air Force. The word is that this could be the ultimate flight simulation. Any profits from

the game will go to the RAF Benevolent Fund.

Wolfbane!

■ Fans of the **Lone Wolf** role-playing game books will have to wait until autumn for **Super Soft's** adventure game based on author **Joe Dever's** creation. The adventure, which was originally due out this April, will be on Atari ST and Amiga.

Cool Pool.

■ Watch out for **Blissbreak** from **Outlaws**, which promises to be a new look at pool and snooker. But weird! That's all we know of the moment. Release is expected during May.

Meanwhile, **The Shaot 'Em Up Construction Set** is due for release on the Amiga this summer.

Own Goal!

■ **Ray of the Rovers**, **Piranha's** game based on comic hero, is now far set for release around Easter.

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THE CULT OF POWER

Broce yourself for the looming row over the new high-tech toys heading your way, spearheaded by Captain Power. Could they inspire violence? John Gilbert investigates.

Realism in new-tech toys has gone too far, according to an increasing number of British psychologists, television programme buyers and MPs from all political parties.

The latest subject of worry is **Mattel's** indestructible superhero **Captain Power** and his **Soldiers of the Future**. The Captain is growing into a cult figure through his own interactive series, broadcast for children by the Superchannel satellite television company, and its the interactive capacity of the show which is worrying the adults.

Each one hour lang programme takes place on the Earth of the 22nd Century. It's a planet devastated by the recently ended Metal Wars between humans and the machines they once thought of as slaves.

Lord Dread rules Earth from Valconia, a massive fortress from which he oversees the operation of the Bia Dread Empire. Most of humanity has been enslaved, although some bands of leaderless resistance fighters still remain. Dread fears only one of these bands, a group of Freedom Fighters lead by Captain Jonathan Power — who bears a striking similarity to Robocop. To the people of the free world they became known as Captain Power and the Soldiers of the Future.

Each of the Soldiers is an expert in different fields. There's Lieutenant Tank Ellis, who leads the ground assault unit, Major Hawk Masters on who's the air ace, Corporal



▲ Captain Power

Pilat Chase with his technical expertise and Colonel Singroy Johnson, who's the undersea attack specialist. On the Dread side you have Sauran Sky Sentry, Blastoff Ground Guardian and Bia Dread Ocean Attack Warlord.

The show is tightly scripted and the stars take part in about 130 violent encounters during its 50-minute run time. Critics are less worried about the violence than the ability of the viewer to take part in the action. Mattel, the co-creator of the Captain Power cult, markets a light sensitive gun in the States which is compatible with the show. It'll soon be available in the UK.

The gun is pointed at the screen and picks up light signals encoded on screen targets. Children can aim at the screen from up to 10 feet away and score points each time one of those targets are hit. The television characters

can also return fire, using the same light sensitive technique and take points away. When your score reaches zero your vehicle's cockpit is ejected and you're out of the game.

You can play goodie or baddie as there are two main interactive guns. The first is Captain Power's Jet XT7. It shoots and collects light and has a power check button which indicates the vehicles score in points with electronic bleeps. Dread's vehicle is the Interlocker, the evil lord's thrane which acts in a similar way to Power's vehicle but also provides a target lock-on light to assist in aiming the gun. Both weapons are supplied with a video cassette programme if you can't receive satellite TV and can be used with each other, according to Mattel, in one to one combat.

Captain Power differs from other interactive video/TV games because the targets you're told to shoot at are real people. The lobby against the Power concept, both here and in the States says that the TV show is providing target practice for youngsters and bringing acts of aggression to the forefront at impressionable minds. Anything that promotes violence should be censored from children and the technology could be put to better, and more educational uses.



▲ Inspiration to violence?

The equally vacillating pro lobby sees the Captain Power cult as nothing more than an extension of cowboys and indians or cops and robbers. Shooting the image of a man on the screen is no different than painting a cop gun at a real boy or girl.

The two sides have drawn their battle lines but, although Mattel is a massive corporation, it is likely to be Parliament which finally decides whether programmes such as Captain Power will be seen on British screens.

The British Government has already started to discuss the laws which should govern de-regulation of our television networks. British companies such as Virgin and Robert Maxwell's BPCC publishing corporation have already sunk money into satellite television and a host of US stations are already available to British viewers who have satellite dishes and decoders at home. They carry a constant mixture of the latest movies, music programmes, current affairs, and evangelism.

The Government will be able to censor such output, which could eventually include Captain Power, through the decoding consoles which viewers buy with their satellite dishes. A decoder can be programmed by the manufacturer or user to put certain transmissions off limits to viewers.

The technique, called encryption, was designed to allow parents to monitor their children's television intake and make sure that their kids couldn't access pornographic material.

So far only the Captain Power satellite TV programmes are available in Britain but, within a few months, the interactive toys will be in high street shops and other toy manufacturers will start to filter in for the projected interactive gaming boom.

Already the manufacturers of Laser Tag and Photon have their own shows — The Photons and Laser Tag Academy — on Super Channel and the plan is to go the way of Captain Power. Mattel and the others who follow its lead are likely to feel the bite of government satellite legislation by the peak Christmas selling time this year.

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THE ULTIMATE
WARRIOR



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Access and Barclaycard holders telephone 01-278 0751.

Street Scene.....



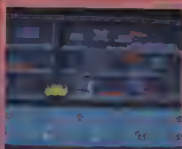
These tasty looking shots come from a new name on the software front, Creation. Called *Stormtrooper*, the game is set for release on the Atari ST and then Amiga



and PC. It's a 16 level arcade adventure set in a mining complex overrun by mercenaries. You play a bounty hunter out for a head count to make some money.



Ultimately, you must "terminate" the complex's top geophysicist who has detected to a foreign power.



CRL's newie for the Commodore 64 is *Time Fighter*, a shoot, beat and blow 'em up the ranges through eight different time periods, each with suitable weapons. Unlike many multi-level games, you do not have to defeat the earlier scenarios in order to play you're favourite, be it Robin Hood, gangland Chicago or - my fave - space warfare. *Time Fighter* is unusual in that it features particularly realistic



character animation, with a very convincing running and throwing action for the earth bound levels, and a realistic bounce to the weightless space battle.

Worth keeping an eye open for are future developments from the Software Invasion team that did *Time Fighter*, especially if they manage to bring their undoubted advances in character animation to more sophisticated and complex games.

Fancy a stimulating stomp, munch and crunch game? Then check out *Aaargh!* from Melbourne House, based on the Arcade coin-op. You play the part of either the orge or monster in this quest to find golden eggs. And nothing will stand in your way. You can smash buildings, stomp people through 12 cities. But not everything will go your way. There are killer hornets, catapults and cannons to battle against. This shot is from the Amiga.

Aaargh! is due for release in April.



Joe Bladetrom from Players, which came out in August last year in Spectrum, CBM64 and Amstrad versions, is now available for the Atari ST and Amiga at a budget £9.95, with the Atari 8 bit coming soon at £1.99. One of the biggest selling budget games of last year, the 16 bit models retain the same basic game plan. But features enhanced graphics. These screen shots are from the ST.

THE LATEST AND



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A battle between the forces of light and darkness. You can't take a square, you have to fight for it.



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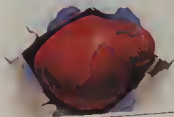
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ATARI

decide on your strategy.

Remember you'll always need a base to land and refuel at — so protect them well.

Good targets to aim for are communications centres and tacticons. Knock out communications and enemy forces won't be able to find out about your movements so quickly. Destroy factories and the replacement of war-machines will slow down. The same applies to the allies — so watch the gains and losses closely.

Once you are airborne this

aircraft while the missiles are good for ground targets.

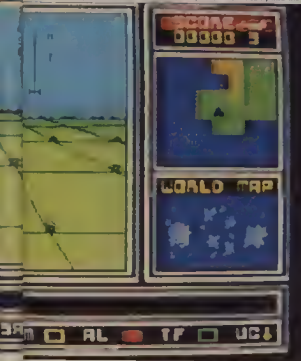
ASRAAM missiles can be guided via the joystick while they are in visual range — a fiddly business. Maverick missiles — the most powerful type much loved by the pilots in *Top Gun* — are computer controlled. You can lock them on to a target displayed on your on-board database and fire. They have a longer range than the ASRAAMs and I found them a lot easier to use.

Once you've loaded up with weapons, it's time to fly into the

display you see your fuel level, SAM missile warning light, automatic landing mode and terrain following mode indicators plus undercarriage status.

Immediately above this is the in-flight message window. This tells you things relevant to enemy targets and incoming missiles — if you've managed to jam them or not! — while you are airborne.

Bottom right of the screen you'll see a window which displays information from your on-board computer. You can call up a world map, weapon status,



Information is not available — but land at a friendly base and you can call it up between fights, as well as being able to re-arm your ATF.

Re-arming and refuelling is a simple joystick controlled action and is carried out at the start of each game after one of your ATFs has been destroyed or when you land at a friendly base. You have a choice of weaponry — machine-guns and two sorts of missiles.

There is a weight limit — so you have to select the right sort of firepower for the strategy you intend to follow.

The cannons are used to gun-down enemy interceptor

dangerzone. The main display shows you a view of the ATF, plus a heads-up readout. Unlike other DI games you don't find yourself actually "in" the cockpit of the jet fighter, you see it sitting in front of you on the landing strip. The heads-up display shows thrust, speed, altitude and ground height — useful when you are indulging in a bit of high speed low flying under enemy radar.

This display also shows you your current heading plus the bearing and range of any target currently selected in your on-board database, more about this later.

At the bottom of the main



ATF status and the all important database. The world map shows you where you are and the position of the object currently selected in the database, the weapon status shows you just what's left to blast away with: the ATF status is really a damage report, the database is possibly the most important bit of kit you've got on board and deserves a longer explanation — so here goes.

Once you've selected the database screen you can call up enemy or allied database mode using the D key. The allied database mode is useful for finding friendly bases to land at. Enemy database mode allows you to find and lock on to targets. There are five categories in each mode — dealing with bases, factories, communications, ground and sea forces.

Key G will select the nearest target to the ATF but you can pick your own using the bearing and range co-ordinates shown on the database. Match these with your HUD and you're on the way to a kill.

To enable you to react quickly to in-flight messages there is a database lock on key. For example, if you get a "enemy target" message, you can hit the lock-on key and the targets range and bearing is instantly

displayed. All this without

having to be in database mode.

Above the computer screen is a short range scanner. This shows you instant info about your immediate surroundings. Interceptors appear as flashing dots, ground installations as steady dots.

A new world is generated for each game and consists of sea, islands and polar regions. The islands consist of beach and scrubland. You can choose to see them as "computerised" terrain as relief lines or "real" terrain with bushes and such like.

I preferred the "computerised" style of graphics. The world "wraps around" — if you fly off one "edge" you end up on the other side. Useful to know if you are tracking enemy targets and want to calculate the shortest route.

Each of the allied bases is surrounded by a catchment area. As soon as you enter one of these, the automatic landing indicator starts flashing. If you want to land you can hit the L key and you'll be guided gently down to the landing strip to refuel and re-arm.

- GRAPHICS 8
- SOUND 4
- VALUE 7
- PLAYABILITY 7

Pink Panther

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Screens shot from Amiga ST

Spectrum £8.99;
Spectrum +3 £12.99;
CBM 64/128 £9.99; £12.99



Screens shot from Amiga

Amiga £19.99;
Pearl ST £19.99;
Amstrad £9.99; £14.99

BEDLAM



▼ It's a fairly run-of-the-mill shoot 'em up

- MACHINE AMSTRAD C64, SPECTRUM 128/+2 19M PC
- SUPPLIER GOI
- PRICE AMSTRAD £9.99 CASSETTE £14.99 DISK C64 £8.99 PC £19.99 SPECTRUM £8.99
- VERSION TESTED AMSTRAD/C64
- REVIEWER MATT BIRLEY

Well, there are shoot 'em-ups and there are shoot 'em ups, and there are so damn many of them around these days that a game has to be pretty special to stand out. And I'm afraid this isn't it.

Playing *Bedlam* is like going back in time two or three years: it would have seemed a pretty decent game then, and to be fair it still kept me quiet for a couple of hours, but to earn a C+VG hit, or anything like one these days you have to be a little bit original, a little bit different.

Bedlam on the Amstrad lacks even the pinball level that added spice to the C64 version and others, leaving us with the usual tosh about space academy pilots, and a decidedly average game.

Anyway, enough of this vitriol, let's get into some more detail, shall we? Your little space ship sits around the bottom of a vertically scrolling screen, and blasts away at wave after wave of alien ships and static space stations. I say sits at the bottom, though in fact you can move up and down the screen as well: it is just that the sideways movement is so much faster



than the back/forward action that you do better sitting down there in a suitable spot and taking them out like sitting ducks: in fact a great deal rests in just which side of the screen you happen to be on, since a lot of the incomings are dead easy to dodge if you are in the right place, but just trash you completely if you picked the wrong one.

None of the alien ships, which come in waves of seven or eight, actually fire anything at you, but this is not the case with the space stations, many of which have laser cannon emplacements that throw all sorts of things at you, the trickiest being ones that kick you about the screen for a

while. You can fly over once you've blasted it, but wipe out if you hit anything still going. Some space stations reveal hearts (extra lives) or shield shapes (force fields) which you can pick up if you fly over them.

Once you learn the attack patterns of the alien craft, you can place yourself in the correct corners of the screen to prepare for their coming and blast your way through the first few levels all the way to the big mother ship. She is suitably difficult to destroy (go for the mouth).

Hmm. Like I said, nothing here that smacks particularly of original thought, and the graphics and sound are far to

run-of-the-mill to save the day. Other versions do have the considerable added advantage of a whizzo space pinball level, but I'm afraid it's the Amstrad we're talking about here. The weird thing is that the very ordinariness of the thing doesn't really affect its playability at all, which in actual fact isn't too bad. I must say I've quite surprised myself because despite all I've said I wouldn't really mind another shot. Ain't life strange?

- GRAPHICS 4
- SOUND 4
- PLAYABILITY 5
- VALUE 5

CYBERNOID

C+VG

REVIEWS

4

► MACHINES SPECTRUM, AMSTRAD/CBM 64
► SUPPLIER HEWSON
► PRICE £7.95 (SPECTRUM)/£8.95 (AMSTRAD/CBM 64)
► VERSIONS TESTED SPECTRUM, AMSTRAD
► REVIEWER PAUL BOUGHTON

If you thought your faithful old Spectrum had been looking a little ragged lately, that there was no sparkle to the games that then again. Make way for Cybernoid - The Fighting Machine. It's a stunner.

So just in case you were planning to junk your faithful Spectre and upgrade to an Atari 570i Amiga, delay that momentous decision for a while and get Cybernoid.

The game is the creation of Raffaele Cocca, the brain behind Exolon. Cybernoid has a similar feel to Exolon but for me has the edge in playability and style. Again, to be perfectly honest the game idea isn't the most startlingly original concept and has cropped up again and again but what game is truly original nowadays. Okay, I can hear you shouting out Nebulus, another Hewson offering by

change chance. The basic idea is to control a space battle fighter, collect weapons, explore, survive and destroy the aliens. Federation storage depots have been raided by space pirates. They have stolen valuable minerals, jewels, armaments and sophisticated space weaponry. And not surprisingly, the Federation

wants them back. And that's your job. You must retrieve all these goodies and return them to the space depot before a time runs out.

The opening section on both the Spectrum and Amstrad versions is very impressive. The Cybernoid sits beside a volcano spewing molten rockets into the air. Surprisingly I thought these would destroy the

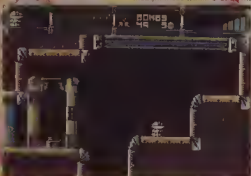
strait away. But no, I sailed safely through. It's as you descend into the second screen that the nasties come at you. And it's here that you begin to pick up bits and pieces, including the add-on weapons.

And it's not only the aliens you have to look out for. The pirates have activated a defence system which deals death to invaders.

Once you start playing, you're hooked. And there's eight levels or so to keep you playing.

Cybernoid is one of the best Spectrum releases for ages and probably the best Amstrad game around at the moment.

SPECTRUM AMSTRAD	
► GRAPHICS	5 5
► SOUND	7 5
► VALUE	5 5
► PLAYABILITY	5 5



▲ A let up in the action. A Commodore shot.



▲ A large one taking a shot.



▲ Floating debris coming your way.



▲ Peep into a friend of the nazro's passage.



▲ Destroy the 'beehive' object.



- MACHINE AMIGA
- SUPPLIER ACTIVISION
- PRICE £24.95
- REVIEWER BRIAN WEBBER

Spin the engine, jiggle those flaps, chocks away and let me take you back to the time when men were men, women were beautiful and the aeroplane was king. Everyone's heard of *Out Run*, the great arcade game, and this is the air version. Rich in '3D' atmosphere and little and subtle.

The game begins with a wicked title screen that looks like it's been



▲ A bad landing — in a tree!



▲ Arnie S. stalks the alien.

lided straight from an old newswire, showing a crowd with your stubby flying fuel tank in the foreground. Slowly colour fades in. Ragtime music plays, you are yourself seated tense in the cockpit and they're off!

There are three different levels of play: Beginner, Expert and Ace. To choose from, each looking pretty much the same — there is only so much variation you can get in the sight of planes roaring over the desert all at all — but with the speed of the ride and the tightness of the course changing dramatically.

Each level consists of four events that have to be completed in the given time, with a bonus being awarded for time left over, as well as giving you longer on the next event. Normally you are just flying around a course while avoiding the other planes, but occasionally you get a shot at a special event which could be flying around poles, or coming in low and burning a series of anchored balloons. You are asked to pop all

thirty, but on the first few goes it is hard enough to take out one of them!

If you crash on one of the events

— and this is quite hard to do as most mid-air collisions merely result in a slowing down and a loss of time — your plane splinters and



▲ Another crash — but worth the view



▲ On the trail of a computer.

- MACHINES IBM 486/AMSTRAD
- SPECTRUM/ATARI ST
- SUPPLIER ACTIVISION
- PRICE £3.95
- VERSION TESTED SPECTRUM
- REVIEWER PAUL BOUGHTON

When you play the part of Arnold Schwarzenegger in a game there's very few people at C+VG who are queffed to play the part of a mega-hunk. Except me, of course, and I modestly accepted the wimpyish pleas of my colleagues to do battle with *The Predator*.

And what we have here is a pretty near faultless game-of-the-movie which actually succeeds in capturing the spirit of the film. The film's basically simple plot makes an ideal game play scenario, the central character (Arnie S), an ideal game hero, and the alien, an ideal nasty

So it's off to the jungles of South America to rescue a bunch of trepped diplomats. The opening scene shows the helicopter dropping Arnie — otherwise known as Major Alan Schaeffer, and his six battle-hardened troops into the danger zone. The men sprint off into the jungle. Dutch Schaeffer is the last to leave the chopper.

Within seconds you find a dead colleague and enemy troops coming for you. But the troops are only part of your worries. There's *The Predator* to deal with, an alien creature from outer space who is on a hunting expedition to earth. Everybody — including you — is fair game. Let us prey!

You start off equipped with a

PREDATOR

AIR RALLY

starts to drop, a picture of you parachuting to safety appears and... WHAM! Hold your breath did you land between some young

girl's legs (True!) or... and this is far more likely - in with the pigs! Once you complete a level - four events - a pleasant bon-

screen is displayed, but you have to do numerous levels to get the full rewards. This is, as you have probably guessed, a comparatively simple game, given life by the high standards of the well drawn and convincing graphics. Lacking laser blast and a variety of very different backdrops, it relies on the additive qualities of the very simple basic idea of the game to retain the interest.

What this means is it lacks the special touch that would make it stand out from the rest, and would probably do better as a budget title than at its current asking price.

However, if we had a mark out of ten for atmosphere - the very nicely produced packaging adds to this too - Gee Bee Air Rally would probably come near the top of the heap.

The lack of reality about crashes, in the early stages of the games, you can zoom around with wild abandon, clipping the wings of other planes - swooping down on the course markers and

REVIEWS

C+VG

6

So to sum up - Gee Bee Air Rally has some great graphics, nice touches of humour great music and sound. One could only want for a little more playability. However, an enjoyable game

► GRAPHICS 7
► SOUND 8
► VALUE 5
► PLAYABILITY 6



► Doghouse Who does... crash?



► The grand parade



► Making a pig's ear of the race!

machine gun, a limited supply of bullets and hand grenades. In a tight corner you can also punch, block and duck.

Caution is the key word in this game. Don't rush in blindly. Even if you survive the nasty surprises, you'll probably use up your ammo too soon.

Besides the troops, there's a sniper in a crash chopper and death-dealing vultures to contend with.

You can tell when the alien is tracking you because the screen goes pink and a large triangle appears, moving closer to you all the time. At this stage it's best to run like hell and get away.

There are four stages to battle through before you get to the final confrontation with The

Predator. As you progress you can pick up extra weapons, mostly off the bodies of your fallen comrades.

I have only two gripes about Predator. Firstly that it's multi-load. I know this is necessary but it results in an easing of the tension - and this game, like the film, is nothing if not tension with a capital T. Secondly, when you have lost all your lives you have to go through the starting sequence which involves all the man jumping from the helicopter. This becomes a little boring.

All in all, Predator is an excellent game where the hunter becomes the hunted. Buy it and experience fear.

► GRAPHICS 9
► SOUND 9
► VALUE 8
► PLAYABILITY 9



► Danger lurks in the jungle village.

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- REVIEWER PAUL BOUGHTON

Get 'em! Stark advice from the staring screen of *Xarax*. But my advice to you is: Get it!

This is one hell of a nifty shoot 'em up that deserves your attention. And at £2.99 it's a street-wise buy as well.

There's really not a lot to tell you about this game. The cassette notes are, to say the least, sparse: "Bomb and blast the way to the salvation of your world." Highly informative, I don't think.

But let's press on. You control a space ship flying over a

▲ Excellent value at £2.99

C+VG

REVIEWS



ZARAX



▲ Dodge the flying aliens

vertically scrolling landscape. The inevitable flying aliens are soon proving right little pests.

The first wave comes whirling past in a sort of looping formation. Fast and frequent Mattas are complicated by ground installations which deal death at you.

But fear not. It's not just your flying skills which will keep you out of trouble, although quick reactions are vital.

The spacecraft, which by the way has eight directional

movement, is equipped with unlimited laser power and bombs. The lasers can only be used on the airborne enemy while the grenades are more than enough to take out any ground based problems you come across. And they will prove to be problems.

The craft has a cross-hair sight in front of it which allows you to zero in for ground attacks with quite a degree of accuracy.

As you progress into the game the installations become more



▲ Bomb the ground installations

ZARAX



▲ Unlimited firepower keeps you in the game.

complex. Instead of just one bolt of death heading your way, there's a whole barrage.

And that's basically the game. What makes it special is the price. In fact, in terms of quality programming, *Xarax* is a lot better than a lot of the full price shoot 'em ups doing the rounds at the moment. God forbid that we would name names but have you seen *Go's Badlam*?

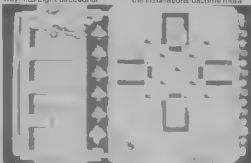
It's possible *Feedback* could

have put this out at a higher price. But that's their blunder and your good fortune. Don't look a gift horse in the mouth, as they say.

Finally, congratulations to programmers R. Spahl and T. Gettelbauer. *Xarax* is a job well done.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

8
6
10
8



▲ Ground installations vary in size



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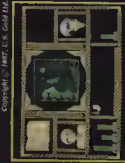
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► MACHINE: COMMODORE 64
 ► SUPPLIER: FIREBIRD;
 ► PRICE: £3.99
 ► VERSION TESTED:
 COMMODORE 64
 ► REVIEWER: MATT BIELBY.

Io can justifiably claim to be the definitive scrolling shoot 'em up. In the all time hall of scrolling shoot 'em up fame you have to class it in the *Sanxion*, *Delta* and *Zynapse* class.

Maybe in playability terms it is just about on the same level as *Zynapse*, but graphically *Io* is way ahead of all those of these.

Firebird has sensibly dispensed with plot and scenario. — *Io* is about blasting the wondrous aliens that come at you.

As with most games of this type you have to build the firepower of your ship to have any hope of surviving.

You do this by shooting certain glowing orbs that are dotted around the game at intervals. When they absorb a set amount of missile fire they turn into duplicate ships that you fly into. This will add first one, then two, and finally three extra bullets — increasing your rate of shot rather than adding extra weapons to the ship.

When you have built the ship up to maximum fire power you can still get two more orbs to add protective orbs. These effectively add extra lives. If you

city-scape — with monrails at the top and bottom of the screen. Along these rails move blue metallic aliens which spit flak at you. This is a huge worm that twists and spins its segmented body all over the screen — making for a formidable opponent. Two spunk aliens shoot past you, spraying a trail of spheres at you as the G4 emits a splendid whooshing sound.

The second level is set against a weird, alien-like forest, with tulip like plants spitting flak at you. A huge skull is the horrible monster that confronts you at the end of this level. If you are skilled enough to wale him, you will see the red rocky



▲ One of best shoot 'em-ups we've seen for C64



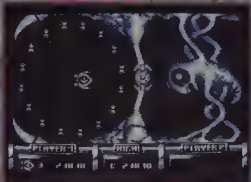
▲ Let those aliens have it! die then you lose one of your orbs — not the ship itself. Collecting these orbs is therefore as important as clearing the path of aliens. The orbs also add two extra guns — which you will need when you confront the final alien at the end of each level.

There are four levels in *Io* — which doesn't sound like an awful lot but believe me once you have struggled with the joystick for hours before getting anywhere like near the end of the first level, you will know that there is enough here to keep you blasting for a very long while. If anything, the game might have benefited from being slightly less difficult.

Level One is set in a futuristic



▲ If you like blast 'em up, don't miss this one.



▲ Surrounded and running low on fire power

background at level three. More weird and wonderful aliens here — Including a giant laser that has to be blasted section by section before it will let you pass to the final level.

The fourth and final level is a slimy mesh of blue fibrous-like material. This is the most *R-Type*-like level of the game and owes an obvious debt to the mega successful *Irem* coin-op.

Io is the work of two well-known CompuNet set page - supreme's — Bob Stevenson and Douglas Hare.

If you like shoot 'em ups, you will not want to be without *Io* — it is one of the best.

► GRAPHICS 8
 ► SOUND 7
 ► VALUE 9
 ► PLAYABILITY 9

REVIEW

C+VG



io

C+VG 7 RENEWALS

- MACHINE SPECTRUM/CBM 64
- SUPPLIER DESTINY
- PRICE £8.95
- VERSION TESTED SPECTRUM
- REVIEWER PAUL

From the land of mountains, ice and snow comes a legend that has intrigued people for ages, stories of a huge hairy beast, a giant mysterious creature whose existence has never been conclusively proved or denied. It's the Abominable Snowman or Yeti.

And so enters *Destiny*, a new name on the software scene, and programmer Christian Unquhart, and old industry stalwart, with a quest to discover this mythical creature.

Armed with a rifle and grenades — those twin tools of scientific exploration — you set out to hunt and capture the Yeti.

Every now and then you get a tantalising glimpse of the Yeti but he — or she — scampers off before you can do anything about it. It is not until the fourth level of the game that you can actually confront the elusive creature.

Until then you must trek through snow, blizzards and into forbidden territory where outsiders are made to feel decidedly unwelcome. Leading the unwelcome committee are aullen Buddhas which protect the pathways, fending death-dealing lightning bolts. Then there are the mad monks who rush straight at you. These must be blasted until they change colour before they die.

Also watch out for spikes. Don't worry if you don't get the point of them. You soon will! There are also cravasses, hidden beneath the surface, waiting for a real fall guy.

The explorer starts out with 50 rounds of ammunition and 10 grenades, three lives and a body temperature which must not fall too low.

Along the way, he can replenish his ammunition and grenades. There is also a mystical fluid to be found which will restore body temperature.



▲ *Because the Buddha*

YETI

And one of the most useful items to find is the ski bike. This can really speed up your progress through this frozen landscape.

Shields are also useful while they last. They protect against a lot of nasties, other than caggy locks and lightning bolts.

Yeti, together with *Talesdon*, are the first two releases from

Destiny. *Yeti* is a very competent game, nicely programmed and very playable, even if it doesn't set the imagination really alight.

- GRAPHICS
- REALISM
- VALUE
- PLAYABILITY



▲ *and his lightning bolts*

POWER AT SEA

- MACHINE CBM 64
- SUPPLIER ELECTRONIC ARTS
- PRICE £19.95 (DISK)
- REVIEWER STEVE BADSEY

Power at Sea is a one player game of sea warfare based on the American fleet at the battle of Leyte Gulf in 1944. The American task was to capture island strongpoints by amphibious landing against opposing Japanese sea and air forces, including for the last time the Kamikaze suicide attacks.

Anyone expecting a serious strategy game will be disappointed. *Power at Sea* is only the most fanciful relation to the real events of Leyte Gulf. But if you like good graphics, good sound and an undemanding shoot-em-up, then this will be one of the best games for you! The player commands from the bridge of an American battleship, with an aircraft carrier and cargo freighter in support. Four Japanese bases must be weakened by bombing them from the sea, knocking out strongpoints before sending in the mines to capture them. At any time you may have to man the guns against Japanese air attacks, or fly off an airstrike against interfering Japanese destroyers.

Picking and destroying targets in this game is not particularly taxing, nor is it very fast, but you do have to be accurate. The real joy of the game are the graphics: screens of the battleship bridge, the Japanese bases and destroyers, and your own gun post-ions. This is the sort of game that even quite young players will enjoy, and only a killjoy would complain about its lack of realism.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



A black and white photograph of a hand holding a credit card. The card is tilted and the word "BarclayPlus" is visible on its surface. The background is a light, textured surface.

BarclayPlus

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AT YOUR SAVINGS WITH A
BARCLAYPLUS CARD?

KNIGHT GAMES II

screened stages in each of the three games, giving a total of nine separate screens. Once the code has been deciphered . . . you may proceed.

You are in control of a small robot named Robby (now, where have I heard that name before). Using Robby . . . you are instructed to do battle against a number of hostile aliens.

Equipped with only a Photon Laser, your aim is to complete all three games (or challenges) in such a way . . . that, when reaching the final tournament, you have succeeded in becoming the winner. And, therefore, look forward to the

release of the future *Knight Game* games.

Now onto the basic description of each game.

In the first tournament of Space Gaming, Robby the Robot must pick up and collect, extended (Goodie!) aliens and Robo-Knights off the surface of a hostile alien inhabited planet, and take them back to his launchpad. To retrieve each alien or Robo-Knight, just hover just above it, while all the time keeping in constant Spike to Spike contact. And after four very blueip bases have sounded the character in question should disappear. Once your gunst has

been deposited back to the launchpad . . . you must locate, and find the next one . . . and quick!

Game two involves you . . . and a whole host of enemy alien machines battling it out in orbit around the planet as seen in game one. To help you to become aware of any incoming enemy craft, there is a forward and rearview scanner. Using the scanner is essential . . . that is . . . if you want to survive and complete the game. You are also supplied with a small quantity of Smart bombs, which, when triggered, destroys everything in screen.

- MACHINE: C64
- SUPPLIER: ENGLISH SOFTWARE
- PRICE: £3.95
- REVIEWER: JAM MACHIN.

Knight Games II is the first in a series of sequels that continues where the original *Knight Games* left off. But this time the games are being held 2,000 years later. Under the new title *Space Knight Games* has been given a new and different concept. Space Combat Gaming.

The really entails completing a set of three distinctly separate combat games, each with a rather exhilarating purpose . . . to win and move on. This may sound all that easy and simple to you, but believe me . . . it isn't.

All the games are based into the computer superbly. But before this can be done, an Access/Bypass code must be given. This is achieved by lifting your own energy meter to a maximum by transferring any remaining reserves which maybe left over at the end of each stage of each game. These are approximately three different



▲ Trial by battle.

The third and final tournament is a test in itself as all the games are increasingly difficult.

Here . . . you play three events in succession. Your aim is to defeat your opponent (this can be either the computer . . . or player two) and achieve the highest score.

The three events in question are: Jet Jousting, Light Sabre and last of all . . . Photon Chains.

All the events are very demanding in order patterns and need to be practised a couple of times before actually plunging any devotion to them.

GRAPHICS:	5
SOUND:	5
PLAYABILITY:	5
VALUE:	5

▲ Hidden Paradox



...NOT BAD, EH?

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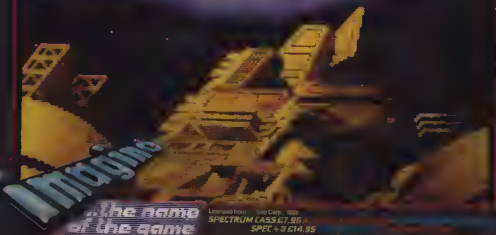
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**+++ YOU'RE
BETTER OFF
TALKING TO
BARCLAYS**

ARKANOID

TAITO
COIN-OP

REVENGE OF NOH

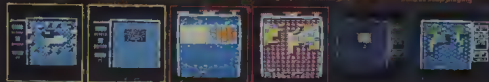


The name
of the game

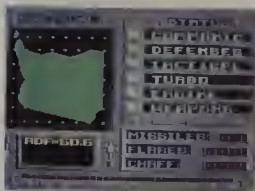
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Adding to the fun and excitement of A
choice of difficulty increases the screen options, many SALLS, WALLS, effects, multiple shots and a secret
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play it when playing



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Enter the missile room and deactivate the bombs.

MACHINE: C64/128 APPLE II
16M AND COMPATIBLES
* SUPPLIER: MINDSCAPE
* PRICE: C64 DISC (\$14.95)
* VERSION TESTED: C64
* REVIEWER: IAN MACHIN

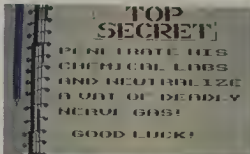
Infiltrator II is the continuing story of the diabolical Mad Leader who is hell bent on world domination.

Our hero, Johnny Jimbo Baby! McGabbits has been assigned a mission of great importance - to destroy him. Here's a short run down on this most critical mission.

As Johnny, it is your task to fly a helicopter behind enemy lines to a specified destination, successfully complete a ground assignment within the Mad Leader's installations, and fly on



INFILTRATOR II



Your mission is clear - can you succeed?



Take hold of the controls and go get the bad Mad Leader



Infiltrator involves reaching for nerve gas as well as flying helicopters.

back to Home Base. This has to be done three times, although all specific destinations and goals are different to that described above.

Mission one has you searching for the Mad Leader's installation for chemical labs in which vats of deadly nerve gas is being formulated. Here, you must fly in and neutralize these vats before it's distributed around the world.

The flight sequence in this mission only is optional. You are able to skip it by making the appropriate selection on the mission menu that appears after the title screen.

This selection will not appear on the mission menu of the other two missions.

Within this and the other missions, you are equipped with a selection of apparatus which is essential to your missions and must be used with great caution and accuracy. You will also find extra equipment as you travel through the complexes such as Gas Grenades, Alarm Keycards and Security card passes with which you get into the unauthorized areas where your main objectives are located, behind locked doors.

The second mission is somewhat harder and you'll need to make use of a couple of your special items to resolve this problem.

What you must do is this - discover all the Mad Leader's missile rooms and deactivate them. Also locate and cause a meltdown of the Mad Leader's nuclear reactor. As if this should pose a problem.

When you have found your objectives, you are instructed to present a four-digit disable code number. All this sounds so easy but you must permanently type in guessed numbers into the missile decoder, and hope each time that you have made

the right guess. The Reactor is much simpler to destroy.

Mission three sounds easy but it turns out to be quite the opposite. Here, your objective is to seek out and find the Mad Leader himself - install a small brain implant in his noodle (pretty talented guy this Johnny!) and return for the third and final time to Home Base. To find the right Mr. Mad Leader you must use your Brain scanning device to determine who's who.

All these characters will be sitting down in a chair and will therefore be easy to spot.

When in the flight sequence flying your helicopter is no easy task. You must keep a close eye on not only your instruments but also on any enemy and allied aircraft.

As traffic can be rather dense at times and if you are spotted, they will request some ID. As soon as you have taken off, you must program the on board computer with the destination co-ordinates or otherwise you shall be flying blind and aimlessly.

In all of your ground missions, it is essential for you to find end use, correctly, an assortment of security and alarm key cards.

The thing that strikes you first when you load up the game is its similarity to the original *Infiltrator*.

There is no difference at all between the two except, I feel, *Infiltrator II* has greater playability and a lot more screens to play around in.

Although *Infiltrator II* is extremely hard and you can very easily get rather fed up with it.

Infiltrator II has more or less no draw backs of all, and is still worth playing.

9
7
9
8

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to reach and destroy the
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random mission to rescue
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planet Matrix prison
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powerful weapons are at your
disposal and important
decisions must be made.



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10 years in which horror was
reborn, a class of warriors are
thousands apart to dedicate
their lives to a perfection in
combat and discipline of mind
that becomes a religion.



RE-SCINDER

Around in the track, challenge
the might of the maddest
science, to return to a happy-
go-lucky life as a
E.S.S. Scout.



THE TRAIN

- MACHINE: CBM 64/128.
- SUPPLIER: ACCOLADE/ELECTRONIC ARTS.
- PRICE: £14.99 DISK.
- REVIEWER: STEVE BADSEY.

This is an adventure game for one player, set in World War Two and based loosely on an old

film on the same name. As a member of the French Resistance you must capture a train loaded with precious works of art from the Germans, and drive it through the night along the railway network into Allied hands (actually from Metz to

▼ The graphics of the Train are good, the game play is not!



Vindun, which is about as close to Normandy as Leeds is to London).

You must stop at all bridges and destroy the gunboats guarding them before they destroy you. You can simply run through a station, but if you stop to take it you can contact the local resistance, who might change the points or capture another station ahead for you. Occasionally you get attacked by German aircraft. You are scored on the amount of undamaged art you bring out.

The heart of this game is a graphics screen of the engine cab, with joystick selection of controls. This works well, and learning to control the train's speed and performance is very enjoyable.

The rest of the game is less impressive. Capturing bridges or stations is far too easy, needing only "hosepipe" firing from your trusty machine gun. Also, the game seems to have been put out too early, since some of the routines just don't work. Information or assistance from the Resistance, for example, can be faulty. This is not just part of the game, since the computer blames you for failing to pay attention to the correct

information which you haven't been given! Since the switching system also doesn't work, and you have to follow the same track each time, the game gets monotonous very quickly.

Without the complexity of a real adventure or the subtlety of a proper wargame, *The Train* is an average sort of game. It helps if you like old trains.

- | | |
|---------------|---|
| ► GRAPHICS | 4 |
| ► REALISM | 4 |
| ► VALUE | 4 |
| ► PLAYABILITY | 4 |

- MACHINE: CBM 64/128.
- SUPPLIER: U.S. GOLD.
- PRICE: £3.99 Cass/£14.99 disk.
- REVIEWER: STEVE BADSEY.

4th & Inches is one of the better American football simulators now on the market, but you need to know the rules of the real game very well before you start playing.

This is a one or two player game in which joystick options let you select a play from a selection of five, then an intended receiver or blitz, and finally a player to control. You can see your opponent's options, but not which one has been selected.

The graphics representing the players and field are good. The only drawback is that you can't look downfield to see if a receiver is clear — and you have to throw to your intended receiver (although bootlegging is possible) so quite often a pass is wasted.

Fortunately the computer, otherwise a tough opponent, plays zone defense, so there are some plays which are virtually guaranteed to work against it on a timing pattern. Fumbles are not possible — except on an inside kick — and nor are false starts or delay of game, since the 30 second clock simply stops if you try it.

Interception is possible, but you need to have picked the nearest defensive back to reach the ball. Some trick plays are

4TH & INCHES



▲ *4th & Inches* is a complex simulation, for hard core fans only.

allowed for but not others. You can have screen passes and fake field goals, but not a reverse play, and only the quarterback can throw.

The computer keeps no

statistics, so it is sometimes hard to see if your strategy is working. Within those limits *4th & Inches* gives you an excellent game of football.

I told you that you needed to

know the game well, didn't I? But if you like the real game, you'll love this version.

- | | |
|---------------|---|
| ► GRAPHICS | 7 |
| ► SOUND | 5 |
| ► VALUE | 9 |
| ► PLAYABILITY | 8 |

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Delivery of the 4 pyramids is easy but activating them before you hand them over is a different story!

In this arcade adventure, guide your robotic spheroid around 128 screens of mind-bendingly convoluted landscape, avoiding the many hidden dangerous obstacles and activate all the power points in the pyramids.



QUICKSILVA

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- MACHINE: CBM 64
- SUPPLIER: OUTLAW
- PRICE: £9.95 (cast/£12.99 (disc)
- REVIEWER: PAUL DOUGHTON

There are very few times when you come across a game which fails to fit at least partially into the well-established categories of computer games. But such a game is *Troll*, the second release from Palace offshoot, Outlaw, the people who produced the

highly-acclaimed *Shoot 'Em Up Construction Kit*.

It has elements of arcade adventure, strategy, a maze game and collecting items. And yet none of these is the dominant feature. They all mesh together to produce something unique.

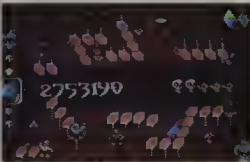
The *Troll* of the game title is Humgruffin who has stumbled into the netherworld of Narc, a land of crystal caverns and

populated by malevolent goblins. He can only return to his own world by finding the crystal key in each level and returning it to its place in the magic amulet.

The screen has two playing areas, top and bottom. They are almost but not quite mirror images of each other. Gruff can move between them by finding what appear to be pointed pyramids which catapult him back and forth. He needs to do this because the hidden crystals can be hidden anywhere. Now this becomes more



▲ The Troll explores the upside down world



▲ Troll is now carrying blue holes



▲ Bad Dream - start of Nightmare



▲ Bad Dream - which weapon to use

- MACHINES: SPECTRUM/
- CBM 64/AMSTRAD/IBM
- SUPPLIER: CASCADE
- PRICE: £9.95 (cast/£14.95
- [SPECTRUM/AMSTRAD/
- CBM 640/£14.95]
- VERSION TESTED: CBM 64
- REVIEWER: PAUL DOUGHTON

They're ghosts in the machine, a malevolent maelstrom of menacing spirits and ghouls. The creatures of the night are running rampant. And like a bad dream there's no escape, only the hope that you'll wake up and survive. But don't count on it.

Welcome to Cascade's *Frightmare*, the only game that invites you to say a prayer before playing. "Now I lay me down to sleep. I pray the Lord my soul to keep. If I should die before I wake, I pray the Lord my soul to take."

Up until now Cascade has built its reputation - and probably fortune - on *Ace of Hearts II*, the excellent flight simulations. Their other releases have failed to match this standard. But now comes *Frightmare*, a tasty little game, with quality touches,

superbly creepy music and wonderful graphics touches.

Okay, it's basically a platform and ladders game, a format used on computer games for what seems some. But this game proves there's still a bit of originality and style to be squeezed out.

There are basically two objectives to *Frightmare*. Firstly to wake up. You do this by moving the time, displayed on the screen, from midnight to 8.12 am. Each "dream" you manage to visit will advance the

time by six minutes. Secondly you have to raise your "dream state" from the lowly *Bad Dream* up to *Nefarious Nightmare*.

These dream states are shown by two words - an adjective and noun. For instance, *Crucial Illusion*. There are 15 adjectives, beginning from the rather mild and innocent *Bad* to the frightening *Nefarious*. Scoring points changes the colour of the letters in the adjective and noun. When all the letters have changed colour, the adjective changes. When all 15 adjectives

FRIGHTMARE

complicated to explain. As Gruft moves around the playing areas he encounters the goblins. These do not kill him but they do build wells which can restrict his movements. Indeed it is very easy to become trapped.

And now we come to the subject of holes. Gruft can move from level to level by producing a hole from his pocket, throwing it on the ground and jumping through it.

But not all holes are friendly holes. Some will cause death. The type of hole which is

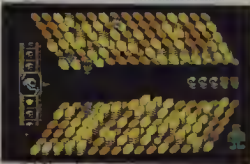
available is dictated by the first machine's style wheel at the left-hand side of the screen.

Occasionally toadstools sprout from the playing surface. If Gruft can jump up and down on this it will summon Fjalar, the dwarf. He climbs down a rope onto the wheel and moves it round a little. That means the type of hole is constantly changing. Confused? Of course you are. And just to add to that confusion it's time to mention the roving death hole. This moves around the screen

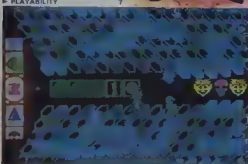
providing a mobile trap for Gruft. Sometimes it's hard to see because it may be hidden behind the wall built by the goblins. Indeed that is often the case for the many objects to be found.

Troll is certainly a brave try at a different sort of game. I'm not sure if it's not a little too clever and playability may have been sacrificed. This is definitely a game you should try and play before buying.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

8
3
7

▲ The skull denotes danger and death.



▲ The goblins build the walls higher.



▲ Shadowy Dream - Slapped by a spirit.



▲ Bad Dream - the gun is the first weapon to find.

have been used, it's then on to the next dream state.

The game is pecked with creatures, ghouls, spirits, zombies, werewolves and the like. There are also, as you would expect, weapons and useful items to collect.

Other "surprises" include an embalmed Egyptian Pharaoh set on killing all that lies between him and the experience of death that has so far eluded him. Wolf-Men who have been condemned to eternity. Swamp Monsters that are seeking their next meal; Transylvanian family who have evaded death and rise from the earth as Zombies.

Weapons available include:

Holy Water that will exterminate skulls, Medusa, Bats and a witch that slows down all monsters. This can only be used once, so choose the moment carefully. There is also a Crucifix that enables you to freeze Zombies, Serpents, Wills, The Wicks and a Revolver and bullets which are collected separately. Up to 20 bullets can be held at one time which can be used to kill numerous monsters but some

will only die after several hits. Silver Revolver and Bullets - there's only one of these and it can be used to kill additional monsters such as Zombies and Werewolves.

The collected weapons are displayed at the bottom of the screen. You can select individual weapons with the joystick. Whatever weapon is in the right hand position will be the one used.

Other things to be found around the game are wings, which increase the size of your jumps, rings for extra lives - up to five may be earned at one time - , chalice, to increase dream state rating, and transporter,

which allows you to move from screen to screen.

Special mention must be made of the music by The Judges, a Dutch band. It's excellent. Just right to send chills up your spine.

Oh, by the way, make sure you get May's C+VG for our special Nightmare Freebie giveaway.

Nightmare is definitely a step in the right direction for Cascade. But remember, sweet dreams are not made out of this.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

5
5
8
8

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GUADALCANAL

- MACHINE: IBM 486 SPECTRUM
- AMSTRAD CPC
- SUPPLIER: ACTIVISION
- PRICE: £39.99 (US \$49.99) DISK
- VERSION TESTED: IBM 486
- REVIEWER: STEVE BADGEY

For the United States in World War Two capturing an island from the Japanese was not simply a case of landing troops and letting them fight. They had to be supplied, reinforced, kept

free from disease, and given an cover. All this depended on keeping a sea route to the island open. Winning at Guadalcanal, captured between August 1942 and January 1943, was a matter of balancing land, air and sea forces.

Guadalcanal provides exactly this challenge in a one-player game, with the player taking either side against the computer

moving between a main map to direct ships and aircraft and a battle map of Guadalcanal.

The game is icon-driven and works in continuous time (roughly one second equals one game minute) which can be speeded up to cope with the months that the campaign lasted.

At the start the Americans are in no condition to attack. They must protect their sea convoy with battleships and aircraft carriers, building up troops and supplies on the island. If you leave behind the ammunition and the medicine your troops will be over-run or die of disease.

Meanwhile the Japanese, who had more battleships and carriers in the area, are trying to do the

▼ The game is icon-driven



same thing, scouting to find the Americans. If either side loses its supply ships to enemy action it has lost the battle.

Trying to cover every aspect of a campaign — including even code breaking — like this is ambitious. One main drawback is that you can only give directional movement orders. While you are watching the land fighting your carriers may have run into an island.

The game can be paused, but the continuous times doesn't allow a lot of planning or thinking before you react.

Guadalcanal is a good and interesting wargame that would have been even better with a two player option.

- GRAPHICS
- REALISM
- PLAYABILITY
- VALUE

POWER STRUGGLE

- MACHINE: IBM 486
- SUPPLIER: PSS
- PRICE: £4.95 (US \$5.95) DISK
- REVIEWER: STEVE BADGEY

The real world of international politics and wars is so complex that it is almost impossible to represent on a computer. Very sensibly, the designers of *Power Struggle* have not tried. Instead, they have produced a very simple, very enjoyable game for one or two players in which you are invited to take over the world.

The game screen is a world map divided both into regions and smaller countries, each with its own military and industrial strength and political influence. The players control as a block either the "West" or the "East", trying to influence neutral countries to join their side. This influence can include neutral countries to join their side. This influence can include direct military action, or the transfer of military industrial power from a

strong country to a weak one.

Some neutral countries start with a leaning towards one side or the other and are easy to win over. Once a country has been won over it cannot change to the other side except by being defeated in war and occupied. In the standard game the division of countries into West, East and neutral reflects the real world, but the players can also select a completely random opening. The game takes several hours to play through, and only ends when the map is completely green (West controls every country) or red (East has control).

The problem is they have to do so together at the same time, which sometimes degenerates into an exercise in joystick manipulation as players try to double-bluff on their orders. There is no hidden movement from the computer, which as an opponent unashamedly plans its moves according to what the

player is doing, resulting too often in stalemate.

This is not a realistic game, nor one to be taken too seriously. But it is very playable, and

especially good value.

- GRAPHICS
- REALISM
- PLAYABILITY
- VALUE

▼ Do you fancy trying your hand at international politics?



- MACHINES: AMSTRAD CPC RANGE, ATARI ST
- SUPPLIER: INFOGRADES
- VERSION TESTED: AMSTRAD DISK
- PRICE: £9.95 (Cass), £14.95 (Disk)
- REVIEWER: DAVID BISHOP

catacombs. Only then can the second part of the game begin.

The map in *Crafton II* is big, taking in houses, cottages, and even a temple frequented by hordes of monks. All these locations are linked together by numerous outdoor scenes with everything from hedges and walls to trees that drop oranges on your head if you bump into them.

The attention to detail, both inside and out, is impressive almost anything you care to move can be pushed or pulled. Objects can be used, traded, and even thrown, in addition to the standard pick up and drop.

In fact, is anything, the game is too cluttered with objects, making it a daunting task working out what is useful and what is pure decoration. Because of this, you find yourself spending too much time experimenting with objects,



▲ The graphic detail in the game is impressive

CRAFTON II

Crafton and Xunk was one of the first isometric games released for the Amstrad, back in the murky past of 1985. It was notable for its colourful rooms, crammed full of objects that could be pushed around, walked, and even bounced on — in the case of beds.

At the time, such graphical treats were fresh and new. Now, however, budget priced isometrics with movable objects and the like are two-a-penny, so what's *Crafton II* got that justifies its £10 (£15 for disk) price tag, and is it worth the dosh?

The game is set on Kef, a planet inhabited by two races, the Stiffens are an able and methodical race while the Swaps are a disorderly rabble whose favourite pastime is bartering with each other.

Recently a new religious sect, made up entirely of Stiffens, has taken to holding secret meetings in a mysterious complex of catacombs and grottoes, far beneath one of the planet's highest mountains. No 'outsider' has ever found the entrance to the catacombs, let alone succeeded in unravelling the secrets that lie beyond.

You have been summoned to the planet by the Swaps who want to know what makes this



▲ *Crafton II* has more atmosphere than most arcade adventures

strange religious sect tick. But in order to gain their confidence, the Swaps will ask you to perform various tasks. Once they think you're a regular guy, they'll show you the entrance to the when what you really want to be doing is sinking your teeth into a few meaty problems and puzzles.

Not that *Crafton II* doesn't have more than its fair share of problems, because it has more than most, giving it far more of an adventure flavour than many other so-called arcade adventures.

So, if you like your isometrics crammed full of opened tins, mouse traps, gift wrapped

parcels, and flea nests, and all manner of weird and wonderful creatures (all beautifully designed and animated) then *Crafton* could be for you personally I'll stick to *Head Over Heels*.

- GRAPHICS 8
- SOUND 7
- VALUE 7
- PLAYABILITY 7

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

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CHEVROT MARCH A BUREAU SIMULATION OF THE DAN CHEVROT. **Weapons:** Pistol & Gunner Cartridges. **Shooting:** 8. **Assembly Tactics:** Rear Supporter. **Task:** Save & Maintain Fire Support. **1. Type of Situation:** Saved 8. **2. Role Layout:** 3. **San-Troops:** Victim. **4. Role:** No San. **5. Damage Category:** No damage. **6. Shooting:** 8. **Shooting Accuracy:** No. **7. Role:** No. **8. Simple Cartridge:** 3. **9. Game Results:** = RUCH 300. **Final Situation:** 1. **2. Role:** 3. **4. Role:** 5. **6. Role:** 7. **8. Role:** 9. **10. Role:** 11. **12. Role:** 13. **14. Role:** 15. **16. Role:** 17. **18. Role:** 19. **20. Role:** 21. **22. Role:** 23. **24. Role:** 25. **26. Role:** 27. **28. Role:** 29. **30. Role:** 31. **32. Role:** 33. **34. Role:** 35. **36. Role:** 37. **38. Role:** 39. **40. Role:** 41. **42. Role:** 43. **44. Role:** 45. **46. Role:** 47. **48. Role:** 49. **50. Role:** 51. **52. Role:** 53. **54. Role:** 55. **56. Role:** 57. **58. Role:** 59. **60. 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PROSPECT V	1976	8-17-80	87-96	8-17-80	17-95	8-16
ELIZABETH I	1980	8-18-80	87-95	8-18-80	7	
VERNON CHAMBERS	1980	8-18-80	17-96	8-18-80	17-95	8-16
GLADYS WARD	1979	8-18-80	n.a.		16-91	8-16

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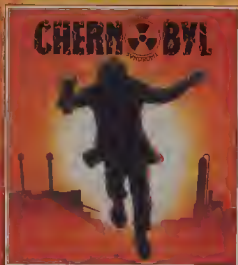
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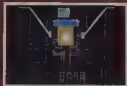
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REVIEWS

17



▲ Are you tough enough to be a Rolling Thunder agent?

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► VERSION TESTED AMSTRAD
► REVIEWER MATT BIELBY

Deep, deep beneath a deserted warehouse an evil criminal mastermind holds a group of unfortunates hostage. His plan? To take over the world, of course, in the time honoured evil, criminal mastermind tradition.

▼ What lurks behind the doors?

You play a James Bond-type from the Rolling Thunder Undercover Cop Agency, going up against the wicked Gelder on his home turf, freeing the hostages and wading the big cheese himself. Sounds easy? Well, I can assure you it's not!

As you move around the warehouse, searching for the secret door that leads deeper into the fortress, hooded bad guys leap out at you, blasting with pistols and throwing bombs from the overhead catwalk. They might just be cannon fodder, but they pack a punch, and there are

enough of them around at even the early levels to make staying in one piece a real problem.

You can escape immediate danger by ducking into doorways, some of which contain new ammo for you to reload, or by jumping up onto the catwalk – please fire and up together –, but new hazards can lurk there as well.

As always, the further you get into the game, the hotter things get, with ceiling-mounted laser cannons opening up and various obstacles appearing underfoot, including stigmies and lava

pits. Things become pretty hairy pretty rapidly, especially as I found some of the techniques for jumping or ducking out of trouble hard to perfect on some joysticks.

It's certainly worth making the effort to get confident with this stuff early on, if you are to have a fighting chance on the upper levels.

All in all, Rolling Thunder is not a bad shoot-'em up, but they do come better. It is certainly a tough game to come anywhere near finishing, in fact I sometimes got the impression it was perhaps too heavily weighted against the player (you

have to go around the whole thing twice before you get a shot at Gelder) considering that the graphics aren't sufficiently inspiring to keep the interest for very long.

If you are in the market for this kind of scrolling, multiple platform shoot-'em up, it might be worth checking out the competition, such as Ocean's Gyrax, before splashing out.

► GRAPHICS 5
► SOUND 5
► VALUE 6
► PLAYABILITY 7

▼ The hooded bad guys are closing in



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The chronicles of the *Knights of the Avalon* is a new 100 player computer moderated Fantasy Play By Mail game from JADE Games. Startup is **FREE**, with further turns costing 80p. Players outside of the UK £1.00. The game features 1,000s of player armies and fleets constantly involved in conquest, a playing area of 1,250,000 sq miles with over 100,000 locations. A highly developed class system of squires, knights, lords etc fighting to become emperor. An economic trade system with 1000+ trade items, merchant and political banks, stock markets and trade treaties. Religions based on a planet wide network of temples and monasteries. Players having the choice of accepting one of the twenty existing gods or creating their own god and religion. A hierarchy of gods capable of direct interaction with players. Alliances of trade, religion, politics and military might. + **MUCH MUCH MORE**, games limited only by the players imagination.

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► PRICE £24.95
► REVIEWER EUGENE LACEY

When Concorde pilot Captain John Hutchinson reviewed *Strike Force Harrier*, on the Commodore 64 he had a word with a chum in the RAF and took one up* to test the simulation for authenticity.

One wonders what this bells and whistles Amiga version



▲ The ultimate flight simulation

STRIKE FORCE HARRIER

would tempt him to do — perhaps a head to head with a Mig — who knows? One thing is clear though this is about as near as mere mortals like you and I are going to get to going head against a Mig in the fabulous jump jet.

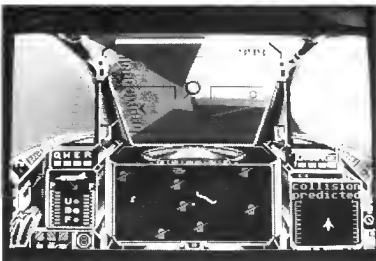
The number of controls and information panels on offer are staggering — offering a truly sophisticated and absorbing simulation — though not a "pure" one as there are a few fictitious extra facilities thrown in for good measure.

Once you have mastered the basics of flight you can accept a mission. The objective here is to destroy the enemy HQ — 125 miles NNE of your position as shown on your ground map.

Before letting the enemy HQ taste your missiles you have to eliminate the ground tanks that are threatening your ground installations.

Once you are in the skies you can rely on the planes highly computerised controls to get you through your mission. Your trustiest ally is your FOFTRAC — a fictitious instrument that real life Harrier pilots would love to have on board. It stands for Friend or Foe Tracking Radar. It appears just below the cockpit and shows you a combined map and updating target display of your area of operation.

To supplement FOFTRAC you also have the AAR — which



▲ Staggering amount of controls

stands for Air Attack Radar and shows you in detail what is also occupying your airspace.

Excellent Amiga sound effects help you here like when the plane stalls — there is a change of noise and the nose drops.

The 'Vector thrust' which is what enables the jet to perform its characteristic vertical lift off is

produced by turning the engine nozzles through 90° forcing it into the air. The simulation simplifies things slightly — in as much as you have only three angles — horizontal, 45° and vertical.

I know of at least four new flight sim — type games currently under development for

the Amiga. Mirrorsoft's *Strike Force Harrier* will be the one that wins the race to the software shelves — it may well prove to be the most entertaining as well with its neat mix of pure sim and arcade game play.

- GRAPHICS 7
► SOUND 7
► VALUE 6
► PLAYABILITY 6

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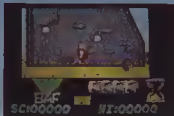
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C+VG

19

REVIEWS

- MACHINE: AMIGA
 ► SUPPLIER: DISCOVERY
 SOFTWARE INTERNATIONAL
 ► PRICE: IMPORT ONLY
 ► REVIEWER: MATT SIELBY



▲ Blast those bricks!

ARKANOÏD

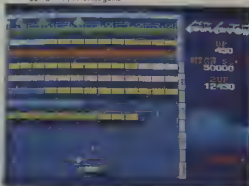
This game of the month this and every month as far as I'm concerned – or at least until the next hot Amiga game comes – is this new version of *Arkanoïd*. It makes such good use of the increased ability of the Amiga as to make it the nearest thing yet to playing a coin op in your own bedroom. Unless you win a C+VG competition that is!

Apparently, you are supposed to be the captain of the escape craft *Venus*, trapped somewhere in space behind a variety of elaborate brick walls, and desperately fighting your way out.

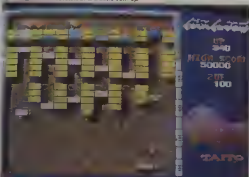
Your rectangular ship moves back and forth across the bottom of the screen, battling a single energy bolt up against the brickwork as if you were playing some giant game of destructive squash. Miss the bolt and you lose a life.

In fact this whole space ship idea is a bit of red herring as far as playing the game is concerned. The ship looks and feels so much like a ball, the energy bolt like a ball and the bright geometric shapes of the walls and backgrounds so little like any idea of space I've ever heard of that you tend to treat it

▼ Juggling is all part of the game



▼ A great conversion of a classic coin op



as a super-duper, up-to-the minute version of one of those tennis games we all played back in prehistoric times.

No, don't groan, those games may have been basic, but they were undeniably addictive, and what *Arkanoïd* does is retain that very simple addiction, while at the same time adding all the advances we've gone through over the years.

Points are awarded for knocking out each brick – or for taking out one of the variety of bizarre aliens that whiz about causing no threat to anyone, outside of drastically affecting the ball's course. At the same time, coloured energy barrels drop towards you. Collect these, and your ship is dramatically effected. Blue ones marked F, for instance, stretch your craft to twice its size, making beating the energy blips much easier.

Green barrels IGI make the ship sticky, catching the ball each time and allowing you to reposition your ship before releasing it again to good effect. Light blue splits the ball into three, giving you far more destructive power, for as long as you can juggle them.

There are others that speed up or slow down the speed of the ball, but best of all is the red L barrel, which turns your ship into a laser cannon. You get unlimited shots on this, so catch one and the level could be as good as won – as long as you don't get carried away blasting, and lose touch with ball.

Arkanoïd is an odd game in that at times it seems incredibly easy – you *Granny* could play it – when suddenly an unexpected hit speeds everything up, or an unexpected obstacle sends the blip careening in an odd direction. You certainly need to be on your toes. If you're lucky enough to have an Amiga, this should be near the top of your list.

- GRAPHICS 7
 ► SOUND 8
 ► VALUE 8
 ► PLAYABILITY 8

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► MACHINE: AMIGA
► SUPPLIER: ROBTTEK/DIAMOND
► PRICE: £19.95
► REVIEWER: CHRIS CAIN



▲ Great backdrops

BALL RAIDER

Over the past few months the Breakout theme has been used to create some really good versions of the old arcade classic. First there was *Arkadroid*, then *Impact* and finally *Tonic Tiles*.

So it will probably come as no surprise to find that *Ball Raider*, the latest from Garman based software house Diamond, runs in a similar vein.

Having said that, it is surprising to find that this is also a pretty nifty version.

The scenario for *Ball Raider* is about as original as the signed photograph of Napoleon hanging above the Ed's desk going on about the ultimate challenge etc. etc.

Even the special effects such as fast ball, stop ball and free ship are all available in *Arkadroid*.

▼ Superb detail



▼ The ones to beat



However, where originality does show its face is the stunning 32 colour backdrops for each screen.

These backdrops are pictures of great detail, featuring things like fantasy sword fights, astronauts and heavenly beings. The artwork isn't digitised, and it makes one hell of a difference.

One thing about *Ball Raider* though, is the devious patterns in which the bricks are laid out. Take level two for example. The bottom row of blocks, except one, are absolutely indestructible. This means bouncing the ball through a one block gap, and it's so darn tricky that you could easily grow old trying to do it.

Of course, no good *Breakout* clone would be complete without a nice sound effect or two. *Ball Raider* has this saved in the form of a digitised rhythm which pumps away in the background while you play. Although it keeps repeating itself, the tune doesn't seem to get on your nerves and this is a real boon.

The only other unique touch is that you can actually choose what extras you get to play with, you just get them thrown upon you. One minute you've got a stop ball, allowing you to hold the ball and manoeuvre it, the next ball is whizzing around the screen in a fast mode.

Needless to say this makes things slightly trickier but it all adds to the fun.

Well, that's about it. A neat version of breakout, with some great graphical backdrops and nice sound. It even has a animated high score table, featuring a real 'Arnold' type who pulls down a blind to reveal the high scores.

Can't really say much more, it's just *Breakout*.

► GRAPHICS 9
► SOUND 7
► PLAYABILITY 6
► VALUE 7

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1

2

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▲ It's 1940 and Cody contemplates the task that confronts him . . .



▲ Up, up and away with his jetpack on his back

ROCKET R

Commander Cody is the swashbuckling hero of Cinemaware's latest production. It's an epic arcade-style adventure game with stacks of high-quality graphics of a similar quality to those that made the company's name when *Defender of the Crown* was launched last year.

It is 1940 and Cody is sitting alone

▼ A Nazi rocket guards the lunarium plant

in his New Jersey home when a horrifying vision of the future comes to him. It is a world where the outcome of World War II is very different to that which we know. It is a world in which the Nazis won. Swastikas fly from the White House and the whole of the world is under the tyranny of the Nazi jackboot.

Commander Cody must fly back

into history and change the course of the war. One of your first tasks is to rendezvous with the Zeppelin.

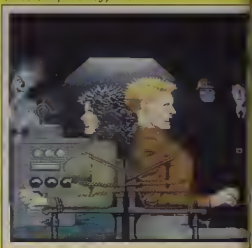
Cody was chosen for the mission because he was friendly with a scientist's daughter who has been kidnapped and is being interrogated by the Nazis.

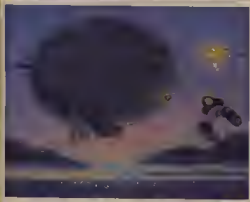
To successfully complete the game you will have to fly to the moon. The

source of the Nazi's military might is a special metal called 'lanorium'. This is mined by a group of female slaves. Men cannot handle lanorium as it weakens them and they die. Female zombies on the moon? Well I did say it was a celebration of the li movie.

In order to complete this part of the game you will need to locate the

▼ Yes, half ways of making you talk





▲ After a fierce dogfight — rendezvous with the Zeppelin.

pieces of a rocket ship and assemble it. Your agents search the world for the various pieces of the ship — their movements are charted on the world map — which is one of the main game-play screens.

The Nazi huns have no desire to be freed — bring in league with the Nazis. You may have to fight it out with them on the moon in

wave after wave of attacking waves of Munchersmudt.

Another arcade sequence is a beat 'em up scrap with a German guard. Cinemaware are particularly pleased with the *Amidst the Light* fight. But Jacob boasts: 'There are over 60 frames of animation in the eight possible moves that can be used in the fight with the guard.'



▲ Where the scientist and his daughter are held hostage.

Ranger in terms of depth. We have been able to incorporate more game play because of a breakthrough that is unique to Cinemaware in loading data into the Amiga. We can simply load the games one command much faster than ever before.

Much of this extra capacity is used in sound effects and the extensive digitised speech incorporated in the

'Give them a demonstration' to one of his assistants as they discuss the tortures that may be inflicted on our heroes.

To help him in his quest, Commander Cody has been loaded with a number of futuristic gadgets in help in his battle with the Nazis. A wrist monitor enables him to communicate with his agents — send

ANGER



view of this.

There are a number of arcade sequences in the game — as well as the overriding strategy challenge of changing history.

One of these arcade sequences is an excellent *Space Harrier* like shoot 'em up challenge. Armed with a truck and his power pack on his back, Commander Cody must soar through

Jacob feels the graphics and animation in *Rocket Ranger* beats any of their previous games.

It's miles ahead of anything we've done before — he said.

He is also defensive about the game itself, disagreeing with criticisms of earlier games for lack of game play.

There is much more to *Rocket*

Interrogation sequence.

Cinemaware call their speech system 'Real Talk' and it is not difficult to see why. Several phrases are backed out in a tough German accent as the officers interrogate Cody and the scientist's daughters.

You will pay for your insolence he says, when Cody gives a flippant reply to one of his questions. Or

S.O.S. messages and select destinations to be travelled to.

Cody's Ray Gun features interesting digitised sound effects when he connects with a target.

The sounds you hear when a German plane is hit are real engine noises — recorded at Los Angeles Airport which is just down the road from the office. Jacob explains

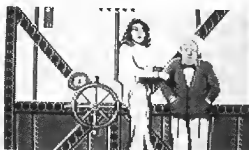
▼ Cody's wrist monitor shows him what the Nazis are up to.



▼ Is it a bird? Is it a plane? No, it's Commander Cody.



ROCKET RANGER



• **64 graphics** — not at all embarrassed by their Amiga counterparts

Rocket Ranger is definitely one of the biggest computer games ever developed. It will be shipped on two disks and has no less than four million lines of data.

But it is not that sound-bite size Amiga version is only a third of the size of a C D I version already on the drawing board in Cinema's sunny California studio. This version will run on a new

wave of interest in entertainment systems being triggered by a consortium of Japanese manufacturers and Philips — each purveyors of ultra-rental disk entertainment.

It is not yet known exactly how these disks will look — but it is believed that they will look up north to film machines.

One thing is for sure with people like

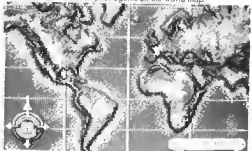


• **Penetration of Nazi forces**

Cinema and Electronic Arts not talking openly about licensing software for these systems — they must have a lot more hitting the shops.

The arrival of C D I is not course taken made by companies like Cinema are — with their rooming graphics and detailed characterisation of battles and plot development. Extra without the bells and whistles of the C D I.

• **Plot the movements of your agents on the world map**



Rocket Ranger took its inspiration from the cult movie titled 'Commander Cody — Rides Men From The Moon'.

'B Movie' like this were the spirit of the 1950s. B movies took a real and amusement parks are what young people got up to then.

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- MACHINE: ATARI ST
- SUPPLIER: MIRRORSOFT
- PRICE: £19.95
- REVIEWER: EUGENE LACEY

Ods is a simple and hour-staggeringly addictive new game for the Atari ST.

The basic idea is a very familiar one — a cross between *Thrust* and *Choplifter*. Simplicity itself. Your V-Wing ship is hatched gently from the mother ship. Pushing forward on your joystick thrusts the ship forward with a puff of retro-rocket flame from its rear.

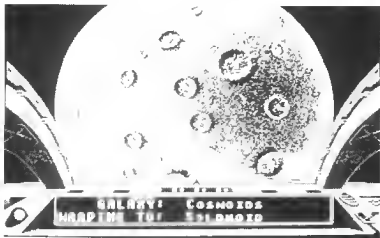
The V-Wing can spin through 360 degrees shooting out full stop sized gun fire. It is quite tiny on the screen — similar in size to the *Asteroids* ship.

Blasting is crucial — particularly on the more difficult planets with their homing missiles and heavy ground to air bombardments.

The main game play is in controlling the ship and avoiding the flak. It is a real test of skill requiring the minutest adjustments to the ship's direction, speed and trajectory.

Each planet is a cavernous complex of jagged rocks, basins, and tiny flat plateaux where the *Ods* wait — shaking their arms furiously to attract your attention when you manage to get close to them.

The *Ods* don't actively help themselves much. In their anxiousness to scuffle aboard the V-Wing they run up and down like headless chickens —



▲ *Worping to the rescue of Ods*

ODS

sometimes in the way of your landing site. Landing is difficult enough without the desperate *Ods* due to the gravitational pull of the planet which makes the V-Wing drift as well as float downwards.

You can't really blame the *Ods* for being frantic — if they don't escape, their evil task-masters, the *Blocrates*, will melt them down, remake them and force them to slave for another lifetime. The *Blocrates* just don't give a monkeys you see. According to the storyline they say: "We built the *Ods*, so we have the right to treat them as we please."

Whether droids should have constitutional rights or not is something you might wish to

ponder as you struggle to negotiate the complex caverns of the five progressively difficult planets. My guess is, however, that it will take all of your concentration to stay in the game.

It is the ground installations that make life really difficult. Some of the tower buildings issue an invisible force field that can send your V-Wing into a dangerous spin. Another conical tower misaligns from nowhere and will, in seconds, send out an arc of flak curving up the edges of the screen as the ST almost shudders with the boom generated by this explosion.

Most deadly of all are the homing missile silos and one definite piece of strategy that

you would do well to remember is to locate and destroy these at once. Their homing missiles are amongst the best I have seen in a computer game. They really pin you down and follow you encircling you in ever decreasing circles until you make contact.

Your only defence is to spin faster and eliminate them before they get to close. Believe me, when they start circling in in twos and threes, this isn't easy.

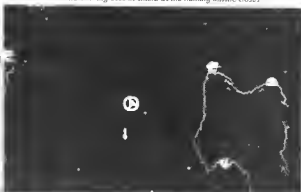
One of the best points about *Ods* is that it has a game designer and editor feature. When you have mastered the planets created for you by the game, you can design your own.

Any ST owner who has played *Thrust* will not want to be without *Ods*. My only criticism is the price. I know that *Ods* is not out of line with other ST game price tags. It is just that having just played a £1.99 Firebird *Thrust* on a Commodore C16 and having loved it to death, more or less the same game seems a bit steep at twenty quid. Anyway, this game is too good to leave the review on a negative. I will say that if you do fork out for it you are in for hours of excellent computer entertainment.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



▼ *The V-Wing uses its shield as the homing missile closes*



▼ *Get out of that*



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FERRARI

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- REVIEWER SEAMUS ST JOHN

Fashions come and go in the games software business and generally come back again improved and changed.

The new sixteen bit machine have put games manufacturers in a quandary - new powerful computer are in abundance - new game ideas are, unfortunately, less numerous. We've seen the software houses parade in front of the 16 bit owners a whole back catalogue of computer games ranging from *Break-out* to *Pac man*.

Electronic Arts has taken the racing game scenario to the Amiga and expanded the idea far beyond the boundaries of the computer versions of *Pole Position* and *Outrun*, produced a computer game that is a sophisticated, painstakingly accurate and, in many ways, original simulation of racing a Formula One Ferrari in the Grand Prix World Championships. Where *Outrun* was frantic steering and pedal pumping, *Ferrari Formula One* is a game of strategy, planning and team and engine management.

And this is where the game's main fault lies - there's no sensation of speed or the excitement of travelling at over 200mph on some of the world's most dangerous and exhilarating race tracks.

Every other imaginable aspect of managing a Formula One team and racing the car is allowed for in the game. Many months of research and planning time have obviously been spent on producing the game, but when you actually try burning rubber, the *Formula One Ferrari* does become quite a

disappointment considering how good the rest of the package is.

Electronic Arts may well claim that they have set out to create an authentic simulation and not another copy of *Outrun*. While we can be thankful that the game's not *Outrun* over again, I do think that any racing simulation should test the player's driving reflexes as well as his or her brain.

That one criticism apart, let's see what the game has to offer. The game begins with a demo mode which gives you the chance to familiarise yourself with all the instruments and gauges in the cockpit of the car, and the race information that is displayed in the top right-hand corner of the screen. The



▲ You have to keep an eye on your rivals as well as the dashboard



▲ The Ferrari in the pit for last minute tune-up

instrumentation is comprehensive - fuel gauges, tyre wear indicators, rev counter, oil pressure indicator and the turbo boost control are all displayed and add a lot to the professional and slick graphics of the game.

The rear view mirrors in particular are very impressive, and you can actually get a fair idea how many cars are behind you - and how close they are!

You can at this point, if you wish, go straight into the first race of the season, the most sensible course of action is to go the Fiorano race track - the

home of the Ferrari Formula One team - to get your car tuned up properly and get some practice driving the car on the Fiorano test track.

When you arrive in Fiorano a display of the Fiorano paddock is shown. From here the simulation lets you test your car on the track, go into the pits for checks on the car, take the car into the garage for major over hauls like replacing the engine, test the car's aerodynamics in the wind tunnel or you can load up the tyres and fly across the world to compete in one of the Championship Grand Prix.



FORMULA

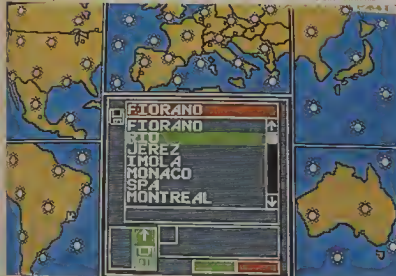
C+VG

23

REVIEWS



▲ The ace side paddock



▲ Steering can prove difficult sometimes!

▲ Choose your destination and then catch the plane

handling characteristics. The graphics of the wind whipping over the top of the car are brilliant.

Once you've taken care of setting up the car its time to hit the tarmac and try out your beautiful racing machine.

It's here that you must learn how to treat your car and how to steer. Imagine, from complexity and detail of the game, that the car steers very much like a real Ferrari - it's difficult. It is very easy to oversteer and you'll often drive off the track or end up doing an 180 degree spin.

Having mastered driving the car (1), it's a time to load up the limes and take off for the first race of the season - The Brazilian Grand Prix in Rio

software that will appeal to anyone with a real interest in motor racing.

Ferrari Formula One is sophisticated, complex, testing and very absorbing game perhaps it's only problem is that it's not very exciting.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

5
7
6
7

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I would like the Ed to chauffeur me to

in a Ferrari because



The game allows you to play at three different levels - Formula One, Two and Three. It's best to start the game at the Formula Three level as you don't need to worry about changing gear and the team manager makes suggestions as to tyre combinations, the suspension, turboboost and gear box settings.

The Wind Tunnel part of the game is one of the best graphic screens in Ferrari Formula One. In this section you can alter the angle of the wings of your Ferrari to make it more aerodynamic and change the car's road

Each Grand Prix begins with a practice lap two days before the race. In the afternoon is the first qualifying race where you must try your hardest to get a good lap time. The next day there is another practice and the final qualifying race.

On the morning of the race there is 30 minutes warming-up session, and then it's your opportunity to get on the starting grid and become world champion.

Apart from my criticism about not feeling as if I was driving at 200mph, the game is undoubtedly a classy piece of

MACH 3



Here at last! The game for the super heroes amongst you... A fantastic arcade game in which you must reluctantly leave the beautiful Gwandoline behind and go and fight the monstrous Sfax. Sfax is a mutant sorcerer from the Red Planet who has cast an evil spell over your ravishing companion, who is now dying a slow and cruel death. You have no choice but to go beyond the portals of space and time in order to find this evil sorcerer, the physical embodiment of Sfax, and to destroy him!

Wait no more. Take charge of your super vessel...

...are light/light sequences
...animation and soundtrack
...graphics with different levels of sceneries
...and sound are great! Solid colourful graphics with very
...a realistic manner, MACH 3 is great fun and
...the start. This is a fast shoot-'em-up in the best
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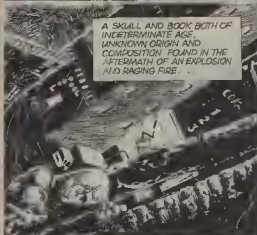
ART
SIMON HARRISON
SCRIPT
SIMON HARRISON
TIM CROWDROT
LETTERS
IVOR WIGGETT

NOT EVEN THE POLICE ARE YET AWARE
OF OUR LITTLE VISITORS. THREE DAYS
NOW AND STILL NOTHING. WHEN WILL
THEY SHOW THEMSELVES?

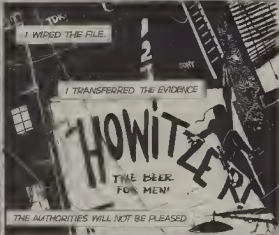


NOTHING NOTHING NOTHING

THOSE POLICE REPORTS I HACKED
INTO YESTERDAY WERE USELESS.
THEY'RE AS MUCH IN THE DARK
AS I AM. IRONIC THAT I SHOULD
TURN TO THEM FOR HELP.
NOTHING IS SAFE FROM THE
SCHRANK PANTHER. NOT CONFI-
DENTIAL POLICE COMPUTER FILES,
CERTAINLY NOT THEIR EVIDENCE.
NOW THERE'S A THING.



A SKULL AND BOOK BOTH OF
INDETERMINATE AGE,
UNKNOWN ORIGIN AND
COMPOSITION, FOUND IN THE
AFTERMATH OF AN EXPLOSION
AND RAGING FIRE.



I WIPED THE FILE.

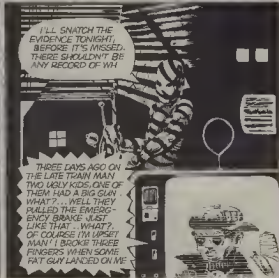
I TRANSFERRED THE EVIDENCE

THE BEER
FOR MEN!

THE AUTHORITIES WILL NOT BE PLEASED



BUT STILL MY SEARCH IS
FRUITLESS. WHERE CAN
THEY BE?



I'LL SNATCH THE
EVIDENCE TONIGHT,
BEFORE IT'S MISSED.
THERE SHOULDN'T BE
ANY RECORD OF WH

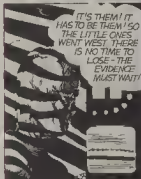
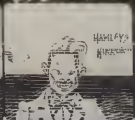
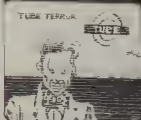
THREE DAYS AGO ON
THE LATE TRAIN MAN
TWO UGLY KIDS, ONE OF
THEM HAD A BIG GUN.
WHAT? ... WELL THEY
PULLED THE EMERGENCY
BRAKE JUST LIKE THAT...
WHAT? OF COURSE I'M UPSET.
MANY I BROKE THREE
FINGERS WHEN SOME
FAT GUY LANCED ON ME.

SENSELESS AND BIZARRE!
THIS IS DAN DAN YOUR LIP
TO THE MINUTE ROVING
MAN BRINGING YOU THE LIP
TO THE MINUTE NEWS ON
THE ROVING PROGRAMME
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GROUND! DEVILS IN CENTRAL
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SENSATIONAL CLAIMS!

YES FOLKS OLD CHAS INSISTS HE
WAS BRUTALLY SAVAGED BY A
STUFFED TOY THAT LEAPT OFF
THE "UGLY KIDDLY" DOLL RACK
WHILE HE DID HIS ROUNDS ON
TUESDAY NIGHT. "I TRIED TO
SHOOT ME" HE SAID, "IT BIT MY
FOOT!" ARNOLD FREEMAN, SHOP
MANAGER, DISMISSED THE
CLAIMS AS "THE BIGGEST LOND
OF COWWALLOR I'VE EVER
HEARD. THE OLD FOOL
PROBABLY GOT DRUNK ON
DUTY AND FELL DOWN SOME
STAIRS. BUT DON'T QUOTE ME
ON THAT!"

NEVERTHELESS, MR. SMITH'S
ASSAILANTS APPARENTLY
CRASHED THROUGH THE
FRONT OF THE SHOP AND
WERE LAST SEEN FLEEING
INTO OXFORD STREET TUBE
STATION WITHOUT PAYING
THEIR FARE! THE ATTACKERS
WERE DESCRIBED AS BEING
"SMALL AND HIDEOUS TO LOOK
UPON. ONE WAS BALD, THE
OTHER HAD THIS OUTRAGE-
OUS HAIRSTYLE AND GLASSES
THE BALD ONE SHOUTED
A LOT!"

MALFORMED MIDGETS
MANKIACS MALBADING
OUR METROPOLIS? OR
MYSTERIOUS MYTH?
THERE'S NOT MUCH TO
GO ON FOLKS, BUT WE'LL
KEEP YOU INFORMED!
HERE ON THE ROVING
PROGRAMME, NEXT UP,
EXPLODING HAMSTERS
IN HAMSTEAD! BUT
FIRST, HERE'S A LITTLE
MESSAGE FROM OUR
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10

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HERE I SIT, ALONE IN THE DARK WITH MY
COMPUTER AND INFORMATION TREMOR BOARD,
AND I WAIT... LIKE A GLUTTONOUS CAT, FOR A
STATEMENT, A POLITICAL GESTURE, A CRIME.
SOME SCANDALOUS MORSEL THAT
MAY BE USED TO MY ADVANTAGE...



I AM ONE HUNDRED AND
FORTY EIGHT YEARS
OLD... DO NOT
EAT, DO NOT
SLEEP.

WHO
AM I?...

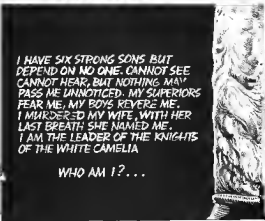


I AM NOT A HAPPY MAN.
I AM BLIND, I AM DUMB.
I HEAR NO EVIL, SEE NO
EVIL, SPEAK NO EVIL...
MEMORIES. WHEN WILL
THE DARKNESS CLAIM
MINE. ANOTHER MEMORY
IS LOST AND SO FEW
STILL REMAIN...



I HAVE SIX STRONG SONS BUT
DEPEND ON NO ONE. CANNOT SEE
CANNOT HEAR, BUT NOTHING MAY
PASS ME UNNOTICED. MY SUPERIORS
FEAR ME, MY BOYS REVERE ME.
I MURDERED MY WIFE, WITH HER
LAST BREATH SHE NAMED ME.
I AM THE LEADER OF THE KNIGHTS
OF THE WHITE CAMELIA

WHO AM I?...



I AM FEAR, I AM PAIN, GRIEF, CHASTISEMENT
WIZARD AND FIEND. I AM THE BLACKEST
DARLING. I AM JEH, THE DEMONIC WHORE
AND I CALL MY BOYS TO ME...



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FORCE TO ATTAIN YOUR
OBJECTIVE.

DO NOT
FAIL ME...



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Frame Up!

Okay, it's time to join the frame game again. First up is Simon Hal, from Rotterdam, Holland. His offering on the Amlga is a classy *Outrun* and the mystic ninja. Shane Parris, from Llanolly Hill, near Aborgavenny, captures Ratsan and Renegade ads with pixel perfection. Lars Sandness, Norway, harks back to the Bug Hunters on his Amlga.

Christopher Slinn, from Aldorney, takes his Amstrad into orbit with this spacemon, into action with a Tomcat and delves into mysteries of the tarot. And Alastair Moffatt, from Blackpool, shows that the Spectrum still has a lot to offer with these classy pics. As does Stuart Galt, from Dumbortonshire, and Bill Bolton, Clwyd, North Wales. Finally, D. James, from Braunton, North Devon, puts his ST through its paces with Marilyn Monroe.



• Bill Bolton's winning smile



• Space fare by Stuart Galt



• What a cutie - another from Bill



• Marilyn Monroe - from D. James



• moe hat's giga warrior



• Chris Slinn's Amstrad tomat



• Spaced out - Chris Slinn strikes again



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D&D from Alastor Malfatti



• Grill's back from Norway's Lars

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ADVENTURE

helpline

It isn't often that I give away the basic secrets of a good adventure, but **Sheila Dwyer** of Bracknell was certainly a deserving cause! Her sons got a Spectrum for Christmas, and with *The Count* all unsolved, Sheila was worried: "I shall never know how to kill the Count, and I must admit I am curious. So before the poor old Count finally leaves our premises, can you provide me with the answer?" So I did - how could I refuse a request like that?

Wow - here's some more aches coming up! Remember Pettigrew - the chappie from Shard's Software, whose Draries

featured in an adventure? Mrs. Rush of Pinner, keeps finding the Underground shut in the second part of the game, and she can't get Barry Manilow's room number. Mrs. Rush also asks if there is a quick way of getting to the boot in *Sphinx*, and what to do at the island.

Finally *Adventure* (that's the name of the adventure) is bothering our Mrs. Rush. My memory serves me correctly, this was originally available on ye olde Acorn Atom, and I reviewed it back in August 1982 - before our new Big-ed got out of his nappies and into C+VG as a staff writer! Mrs. Rush and her fellow adventurers are sure there is a way into the dungeon other than by killing the princess, but where?

There can be no doubt that game at the month in

the *Helpline* mail, is *Rigel's Revenge*. Was there a single letter that didn't mention it? Well, just about! How do you get past the hut by the minefield, asks **Nigel Budd** of Aberystwyth. Nigel would also like to enter the bungalow without getting caught. Of course, the net is the main problem - so peruse the clue section for a few answers.

"I don't think it is fair to compare adventure systems," writes **Philp Riordan**, from Tipperary. Most people who buy games realise that they will probably play a game on another format, ie playing *Guild of Thieves* on an ST and then playing it on a Spectrum. So seeing a low rating for a Spectrum version that is also available on an ST will dishearten ST owners and in some cases they will miss a great game.

I disagree, Philp - the ratings are split into different categories, and the review will generally refer to which version was played for review.

Venom is a game that has **Paul Hardy** scratching his head. He can't open the tap room door, nor find the statue of *Venom*. A looball landroo loo, Paul is having trouble with his car. The mechanic he called tells him there's no point in changing the wheel, and promptly drives off! But worse still, for a *Football Fantasy* player he can't persuade the players to go on the field! That is ridiculous!

Or is it? **Mark Griffiths** of Huxton, can I even do a simple thing like making a phone call in this game, for he can't use the index. And in *Lifetime*, Mark would dearly love to discover how to use the data terminal!

Yup! *Jinxter* can be solved by mere mortals! Assuming, that is, **Anthony Webber** and **Matthew Carmody** of Chew Stoke are not demi - gods! Are they the first to solve *Jinxter*, they ask?

news

Mindfligher is expected to be released by Activision during March or April for a wide range of machines, including C-64 tape and disk, Spectrum 48/128, Amstrad CPC, Amstrad PCW 8256, IBM PC, Amiga, and Atari ST. The Spectrum version will look to see what size machine it is in, and then load extra modules into a 128K machine. Prices are not yet announced. C+VG will be bringing you a full review next month.

Legend Of The Sword is a new graphic adventure about to be sprung by Rainbow Software. Written by a new name in the adventure field, Eastbourne based Silicon Software, Legend, will be available for Amiga and Atari ST for £19.95. Due for release during March, we will be bringing you a full review in the next issue.

Based on Spanish exploration of the New World, **Seven Cities Of Gold** has you as an old world adventurer, setting sail in search of legendary fortune and hidden gold mines. From Mississippi to Amazon, from the Great Lakes to the Straits of Magellan, the adventurer may find himself face to face with the ancient Incas, or tribes of hunters, and must learn how to interact with them.

Infolacm announces a new form of interactive fiction. Infolacm's Branching storylines without puzzles, Infolacm will be illustrated in comic style by Tom Snyder Productions.

Three lilies are already lined up: **Steve Merelsky's 'Lane Mastodon vs the Blubbermen'**, a 1930s sci-fi comic spoof, **Phil's 'A Thousand Screams'**, a superhero tale by Amy Briggs, featuring Gamma Force, and **Assault on Egreth Castle**, a Zorkquest fantasy adventure.

ADVENTURE

clues

ADVENTURE CLUES
Help came this month from Tom Karlsen, Kolbjornsvik, Norway. Nigel Budd, Aberystwyth; M Croven, Lincoln. Anthony Webber and Matthew Carmody, Chew Stoke.

THE COUNT: He's not in the box at night - nobby the lock then!

JINXTER: Ash should not be overlooked. It may be overlooked in the end!

GUILD OF THIEVES: A fly on could just a spider lurking horror.

THE SUBBOOM WOLF MUST BE tickled either from both side.

UP - throw some rubble! cupped don't gesting switch, to open the return door and press the in the tank, leave it, and After examining the panel.

RIGEL'S REVENGE: to the statue head.

SPECAN HEARD ABRAKAS pass the chopest way.

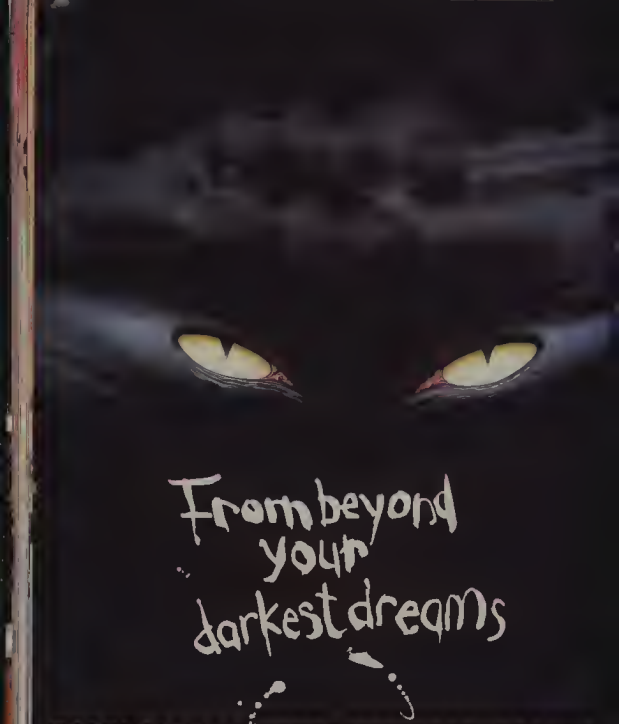
ILLUMINARI ABRAKAS dogs say INSTANTUM.

ILLUMINARI ABRAKAS kill the lady to pass the Use the no-ghost bottle to

UNINVENTED: kill the lady to pass the Use the no-ghost bottle to

FRANKENTEN: From home to ravine.

E EN N E N M W look around to find the tree and make sure you jump to the ground!



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Frightmare

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If I should die before I wake, I pray the Lord my Soul to take ..."



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ADVENTURE

reviews



KRIP FROM UKRAINE

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► **MACHINES: C-64/128, IBM PC**
► **PRICE: C64 £19.99 (disc), PC £24.99**
► **KEITH**

Border Zone, written by Infocom co-founder and co-author of *Zork*, Marc Blank, is another departure from Infocom's usual style. Like *Nord and Bert*, it is split into chapters — three in this case. Also it has built-in invisibles; more on them later. But unlike any previous Infocom adventure, this one is played in real time. That means the clock keeps ticking while you are typing, and while you are thinking between prompts.

The first chapter is set on a train near the border of Frabnia, an eastern bloc country. As an American businessman, you are startled when a man suffering from gunshot wounds staggers into your compartment, shoves a secret document in your hands, and begs you to deliver it to his contact at the border station of Ostniz. He tells you the recognition phrase, and staggering off, you next see him falling off the roof of the train.

Your job is to get information safely into the

hands of the contact, one of the many people on the crowded station platform, when the train arrives at the border. But beware! Your contact will address you in Frabnian. Here is where the *Tourists Guide Book* included in the package will become essential — without it you may all too soon hear the words "Oopzi dazi! Ouzna gotcha." (Pardon me you're under arrest.)

Next, you play the

paths along which the player is led, turns out to be staggeringly smart once completed.

For example, in chapter three the major problem revolves around concealing the fact that you have the document. There are many combinations of possibilities which may be attempted, most of which will involve a restart. These all have to be tried just to be discounted, before,

speeds **FAST** and **SLOW**, and these may be changed whilst playing, but I didn't find the real-time element added anything to the game — in fact, I found it a pain. Adventures are for thinking through problems, and it is all too easy in *Border Zone* to act in a hurry because of the clock, and find yourself having to restart as a result. On a 64 (on which I was playing) that is no joke! So as a result, I often found it necessary to use the **PAUSE** command, especially in the third chapter, where certain replies have to be carefully read, and notes taken, to deduce the whereabouts of the sniper — it changes every time.

And so to the invisibles.



• I spy a tourist

American spy who passed the businessman the document. Escaping by jumping off the roof of the train, you now have to cross the border on foot. The plot to this chapter I found to be extremely open, with no real pointers as to which way to approach the problems, and for the first time in an Infocom game, I began to lose interest.

Finally, you get to be a double agent, who passed the documents to the American spy in the first place. The documents concern the assassination of an American ambassador, and you must prevent it without blowing your KGB cover. Here again, the plot is somewhat open, but there are some obvious things to do to keep you going.

Each chapter is a separate adventure, and because of the many fully implemented garden

finally, the actual solution is enacted, and suddenly the affair is over in no time.

Chapter three gives you 15 real-time minutes to prevent the assassination, which is time for little more than about forty commands. It is necessary to play the chapter a number of times to map it out, before attempting to carry out the quest for real.

The package contains the tourist guide, which is quite an amusing read, and produced in the best Infocom spool-document style. You get a book at Frabnian Railway matches (absolutely authentic in appearance, and completely non-flammable), a map of the border zone, and a business card, as well as the usual instruction manual, catalogue, special offer card, and risk. The special offer is available from the USA.

There are two game



• Food for thought



• A tender trap





POLICE QUEST

► **SUPPLIER:** SIERRA/
ACTIVISION
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 AMIGA, APPLE II;
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 ► **REVIEWER:** KEITH

Type HINT, and a warning is given. Type HINT again, and you get a set of clue headings for the chapter you are currently in. Select one from the list, and you get a sequence of hints for the chosen problem. In increasing order of helpfulness. The sequence can be started at any time.

The trouble with clues are — they are there! Let's face it, it is all very well saying you don't need to look at them, but the temptation to 'think' just this one then — is all too great — again and again and again! And of course, the clue headings themselves give quite a lot away, for in them you discover things that you hadn't yet recognised as problems. Nope! I don't like 'em!

The whole package nowhere near approaches the complexity of one single adventure three times the size of one chapter. In fact, it could just as easily have been a three-parter on cassette. Not enough to get your teeth into and settle down comfortably with in the sense that we have come to expect from Infocom adventures.

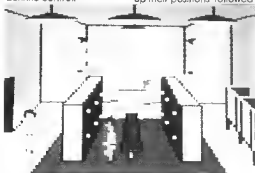
Another in the series of animated 3-D adventures from Sierra, *Police Quest* follows a similar format to *Space Quest*. Virtually the full screen is an animated picture, with your character moveable by either joystick or mouse. Moving through a door or other exit starts another graphic loading from the disk, and after a short delay, you arrive in the next room. Run from a hard drive, for which installation instructions are included. These junctions should be speeded up considerably.

At any time, text commands may be entered from the keyboard, and appear on the line below the picture. Repetres are displayed in windows superimposed over the picture until ENTER is pressed, and can range in size from a few words to virtually a whole screenful. Therefore, although there are many elements of an arcade adventure, the game is basically problem driven rather than skill driven.

Having said that, it is worth noting that on the ST version that I played, control is far easier with joystick than with mouse. In mouse mode, a controllable arrow must be placed in front of the character, and dragged with the button held down in the direction in which you wish to move him — sort of 'tempting' him to follow. I found it extremely difficult to get the little left-hand confined gaps. In joystick mode, which must be set up from the keyboard, the arrow disappears, and the joystick effectively 'becomes' your character, allowing a far more definite control.

The game starts in the police station, where a briefing is about to be held. I didn't realise this, and the first time around, and walked straight into the locker room, which was a hive of activity. A few 'colleagues' were changing, one was having a shower, and beneath the door of a toilet cubicle could be seen the feet and trousers of its occupant. I thought I'd pop into a cubicle before having a shower, but I just could not open a door.

But I'd missed the briefing, so next time around I attended. I was joined by four or five other cops, who lined in and took up their positions followed



• Information station

► **VOCABULARY**
 ► **ATMOSPHERE**
 ► **PERSONAL**
 ► **VALUE**

9
8
7
6



© 1989, SIERRA



• Getting clued in

by the boss, who stood behind the lectern and delivered his address. Kitting myself out, I decided it was time to go out on patrol, and soon I was in the car park, about to set off. Here the game takes a different format, showing a bird's eye view of a section of the town of Lytton, and its highways.

For those who enjoy a mixed format of joystick and text, with a bit of simulation thrown in, it must be a winner.

► **VOCABULARY**
 ► **ATMOSPHERE**
 ► **PERSONAL**
 ► **VALUE**

7
7
7
7

ADVENTURE

Shades is a multi-user adventure accessible to all Micronet and Prestel Subscribers. Keith Campbell plays the game and meets its inventor.

Computer adventure games, as difficult and as complex as they can sometimes be, are a one-way process. It's you versus the machine. Add a few more players and things become more interesting and challenging.

And that's the attraction behind multi-user games, of which *Shades* is the latest example. It's the brainchild of Neil Newell and is currently accessible to subscribers of Micronet 800 and Prestel.

The key to it is the involvement, the knowledge there are other people out there, waiting to react to your decisions and you to theirs.

As Neil says: "The scenario is really there as a backdrop to provide the vehicle for the development of the player's character."

Character building is all-important, to make progress to the very top of the tree and become Arch Wizard. Play behaviour has to be policed. There is nothing more soul-destroying than constantly being knocked back to the rank of Novice, by some thug intent on living to kill you every time he comes across you.

So Arch Wizards can cut players out of the game if they become a nuisance to others. "Strangely enough, one of our biggest all-time killers was a surgeon in real life!"

Swearing, too, can get you banned. Utter an obscenity when an Arch Wiz is around, and you may be out with no warning.

"The last time we arranged to meet in the bar of a London pub," says Neil, "seventy people turned up."

Seventy people took the trouble, eh? Sounds as if something interesting is going on here — let's enter the gateway, and see what gives.

► **MACHINES: ALL COMPUTERS THAT CAN ACCESS PRESTEL**
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VIEWDATA MODE: 2.00p PER MINUTE
SCROLLING MODE: PRESTEL GATEWAY — 6.00p PER MINUTE
► **REVIEWER: KEITH CAMPBELL**

Shades is a multi-user adventure available to anyone with access to Prestel, or preferably to Micronet, through your computer. This means that you need a modem, some communications software, a suitable telephone point and a subscription. The subscription to Micronet is payable on top of the basic Prestel subscription but once a subscriber, playing *Shades* becomes much cheaper.

A multi-user adventure is fundamentally different from a 'normal' adventure, played on a stand-alone computer. It is played in 'real time' (more on the frustrations of that later!), and there is no way of 'completing' it.

Points are gained by collecting treasures, and

depositing them in the Mad King's Room in the castle — one of the locations in the castle area of *Shades*.

Additional points can be won by killing 'mobiles' (independent computer-generated characters) and other players in the game, although this latter course of action is frowned on somewhat, and too much of it can result in disciplinary action by a Wizard.

Up to eight players can populate a game, and there are a number of games running simultaneously to ensure that anyone who wants to should be able to find a vacant slot.

If killed, points are lost and the player gets knocked out of the game, having to re-select one of the games in progress to continue playing.

In the normal course of events, all the treasures would be gobbled up and lost forever. To overcome this, every so often there is a 'game reset', when everything starts from

scratch, and the players have to link in to one of the games again.

There are puzzles, but of course, once solved they can be romped through quickly during the many inevitable replays. The thing to do seems to be to find a game that has just started, and rush to where you know the treasure is grabbing as much as you can before the other players get there.

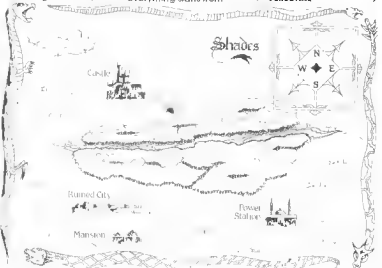
There are effectively more than 760 locations in *Shades*, and they are being changed and added to all the time.

It is all great fun — more a way of life, perhaps than an adventure game. Provided you can afford the phone bill, plus nearly £1 per hour (there are connect-time charges during the daytime on weekdays, as well) then it's worth taking the risk that you won't become totally addicted to it.

► **VOCABULARY**
► **ATMOSPHERE**
► **PERSONAL**

7
8
9

SHADES



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THE FIGHT
FOR THIS WORLD!"



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FANTASY ROLE-PLAYING

- Warhammer 40,000: Rogar Trader
- Publisher: Games Workshop
- Price: £14.95
- Rating: 76%

G.W.'s futuristic brauchid. Warhammer 40,000, a game system that took years to construct, has finally hit the shops like a comet hitting the earth. The shock waves of its impact are still being felt all over the country, so let's pick up on the reports that have come in.

Our first eye witness is a roleplayer from London. He describes what he saw: "Well mate, I was at Gamesday at the time it arrived. Gordon Bennett! It appeared from nowhere and the myriad of beautiful colours hit me mices in an instant.

An historian from Nottingham expounds about the history: "Oh yes, this incident has been on the cards for some time. G.W. have been tuckering about with other projects, but in a different timescale. At first they created "Warhammer Fantasy Battle Rules", which have been a best selling mass battle fantasy wargame for years. They then mutated this into

"Warhammer Fantasy Roleplay", which was a single character role playing game for use in their world of fantasy. Now they have rocketed the basis of the aforementioned games into the future, combined a few of the ideas behind them with some quantum physics and produced Warhammer 40,000."

We whizz off to Yorkshire now for a quick summary of the playability of the game from a member of the Flat cap and forsets role playing society: "Well lad, we're at a club have given it a bash, and 'though we found it a mite tough at first, we now play it on a regular basis, when lads can get together.

Finally up to Glasgow we go, to our economic expert for her comments on value for money: "Aye, at £14.95, I found the game a wee bit expensive.

Wayne here with another batch of FRP news, views and reviews. This month sees the review of the best computerized FRP on the market, as well as the latest release from Games Workshop. Live role playing is back and we take a peek at some new plastic ores.



► Warhammer 40,000: shock waves still being felt



► E.O.T.P. - has its own newsletter

- Empire of the Priest Throne The World of Tekumel
- Author: Professor M. A. Barker
- Price: £7.95
- Rating: 83%

When this game was launched in 1980, it was hailed as the best thing to AD + D, so of course being young, free and employed back in those heady days of youth, I splashed out with my hard earned cash and bought it.

To this day the original is still in my cupboard and it has many well worn pages from continual use. However, the game was withdrawn from the market for some unknown reason and the game obtained a reputation for being complex.

E.O.T.P. is a complete games system, so when you buy it, all you have to do is buy the relevant dice and you can play it with your friends in no time at all. It gives you all you need for creating your characters, dealing with combat, discovering the powers of magical items and describing the monsters that a party may encounter.

You get the feeling that the creation of this game was a labour of love and the detail the rulebook goes into is daunting. This game is not explained to you, it is shared with you and it draws you in with its intimacy. Let me set you a brief example of what The World Of Tekumel is like. In this world, iron and steel are more valuable than gold; four legged creatures like horses and mules do not exist; monsters have six legs rather than two or four. It is a behemoth of dozens of cultures, super technological to primitive savages. It even has its own language which you can try to learn and speak if you wish.

This game is no more complex than any other. The various tables are easy to follow and there are not that many modifiers to deal with.

E.O.T.P. is also the only game that I know of to have its own newsletter with lots of more background material and scenarios. A great idea

FANTASY ROLE-PLAYING

Dungeon Master

► **DUNGEON MASTER**
► **SUPPLIER:** FTL GAMES/
MIRRORSOFT, ATARI ST
► **PRICE:** £24.95

Every now and again a computer game comes along and changes the way we think about games. *Dungeon Master* is one of those games. I have waited a very long time for it to arrive. You see *Dungeon Master* is a computerised Fantasy Role-Playing game and a very good one too.

At first I had doubts. After reading the 28 page story book, the term cliché automatically came to mind. Briefly the storyline is that you are the apprentice to a master wizard who, due to a rare case of foolish enthusiasm, has unleashed his alter ego into the world.

This aptly named nifty piece of work is called *Chaos*, and his main aim is to destroy the whole of civilisation as you know it by plunging the world into a permanent ice age. In order to stop this happening, you are to enter a dungeon, mentally take control of a group of your mortal champions who have failed this mission before, locate the fabled "Firestaff" and then return it to your master, who has unfortunately got himself trapped on another plane.

Only by returning the firestaff can you release him, enabling him to stop the works of Chaos.

I then turned to the rules section which enabled you to play the game and was surprised to find that there are very actual rules to this game at all! It is a "learn as you play" game.

The minute the dungeon doors opened I had the feeling of déjà vu. The game was very similar to "Legacy Of The Ancients" as you have to wander through the dungeon and select your four champions from 28 trapped in

paintings hung on the dungeon wall.

You can examine everyone of the champions available and the selection you can control is incredible. You can create your party from Ninjas, Priests, Wizards, Fighters, Yetties, Barbarians, and even a sort of Evil Undead. The champions have all the F.R.P. statistics, including health, stamina, mana (magical ability), strength and dexterity, to name but a few. There is also an option to analyse each individual champion where you can see what they are wearing on each part of their body, what they have in their backpack (they can hold up to 17 items) and what weapons they are holding.

A nice touch is that you can be examining one champion's personal details and then move something from another member of your parties hands immediately to the other champions backpack without switching from each individual champions screen. This saves a great deal of time. Once selected you move off through the dungeon on your mission and into the most enjoyable part of the game.

The mission caters for all sorts of role players. Many different monsters abound from fear-inducing Mummies to shrieking Screams, so combat is a must.

Couple of all these elements with hidden passages, illusions, mystic scrolls, trapdoors, food and water problems, etc and you'll see why this game is the closest you'll get on a computer to an over the table game. Overall

the graphics are excellent, the sound is clear as a bell and the game is very easily controlled by the mouse, although you can use the keyboard if need be, but I wouldn't advise it. I got over my initial doubts VERY quickly and have spent over 40 hours playing this game without a hint of boredom.

A must for all roleplayers!

► **GRAPHICS**
► **SOUND**
► **VALUE**
► **PLAYABILITY**

9
8
8
9

Toon

► **PUBLISHER:** STEV
JACKSON GAMES
► **SUPPLIER:** GAMES OF
LIVERPOOL
► **PRICE:** £5.75
► **RATING:** 80%

If you have been put off trying role playing games by the look of some systems that seem tremendously complicated, you will find *Toon* a good place to start.

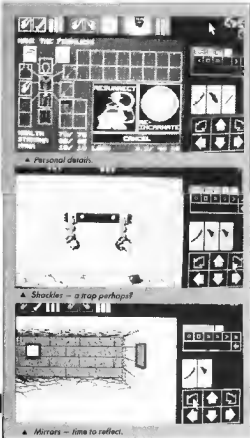
You see *Toon*, a whole F.R.P. game in itself, is based on the wild wacky world of cartoons. It gives you the chance to actually get involved in the world of animated action. As you know, in cartoons that appear on TV anything and everything can happen, without anyone getting killed!

The same goes for this game. You can pick up large anvils and drop them on other characters from mountains, walk out of town and find yourself on another planet and you can even fight to your hearts content and never get put out of the game for long.

The game system is very simple. You need at least two players, one to play the ANIMATOR and one to play a CHARACTER. Of course you can have many more players playing if you wish and this will make it more fun.

The Animator is the person who runs the game. If you take on this role, you must make sure the game keeps moving as well as play the part of the referee. It is your job to co-ordinate the game and play all the Non Player Characters. These range from a massive angry gorilla to a minute tearome ant. They act in a way that you desire, be it funny or deadly.

If you have any questions





before, don't worry. The part of the animator is well explained in the book, with a whole chapter devoted on how to be one.

The players have most fun getting to push custard pies in each others faces, throw bombs all over the place and generally have a chaotic time.

The 64 page book is easy to read, packed full of examples, and contains great cartoon like graphics. It is written in a very player-friendly way and bends over backwards to help you. There are optional superstar advanced rules, for those who want a bit more complex game as well as five pre-written adventures for the animator to run.

Miniature Figures

Citadel Miniatures are one of the leading manufacturers of metal fantasy figures in the UK. They turned out a multitude of designs, ranging from Red dragons to half orcs. Now with the release of the new "Warhammer Fantasy Regiments" they nail the enthusiasm that they are too expensive.



With the new regiments you get 60 figures for £9.99 and that works out at only 0.16p per figure. Great value you must agree!

The economies have been made by manufacturing the 25mm models out of a hard styrene plastic, not metal. The change of modelling mediums makes a lot of sense as plastic is lighter, cheaper and much easier to make models out of.

After close scrutiny, even with the assistance of a powerful magnifying lens, I was very pleased to find that the figures still retained the same excellent detail as their metal predecessors.

The figures themselves are supplied on ten white 'sprues', with six creatures and twelve various heads, plus a selection of interchangeable weapons, on each sprue. This means that some assembly is necessary, but fear not as it is very easy. All you have to do is follow the straightforward instructions that are printed on the container. Also included are 60 different slot type bases with 50 optional shields thrown in for good measure. The 60 figures are broken up into the following character classes: 10 Dark Elves. All models have a selection of different heads, whilst the Dwarves, Orcs and Slaven have the choice of optional weapons.

Obviously, Citadel have released these figures to complement Games Workshop's "Warhammer Battle Fantasy" game. They now provide an economical way for players to build up large armies in order for them to actually fight those epic tabletop battles which they have only been able to previously watch at conventions.

On the whole, they are very good value for money and a must for any serious miniature fantasy figure collector.

Letters

A letters page for fantasy-role-playing is one of the most requested features according to the mountains of mail I get. And, hey presto, here it is! This will be the place to air your views, opinions, criticisms and general chat. All letters are welcome.

Letter of the month comes from Sian from Walcot, East Swindon, who writes in to say,

● I have found that these people who enjoy computer games such as *Tir-No-Nag* and *The Hobbit* also enjoy FRP and PBM. I always tend to play computer games, FRP and read Tolkien at the same time and I feel that there is no cure. Is there?

Sian,
Walcot,
East Swindon.

Wayne says: I agree that people who play games, play all kinds of games and not just computer games. I believe there are a lot of people out there who would like to play FRP games but either haven't got the time or the friends who share the same interests. This is why when computerised FRP takes off it will be BIG.

● I really like the FRP column in C+VG it is my favourite part! However, I have only recently got into the hobby and I know there are a lot of established FRP out there that I may well have missed. Are you going to review them at some stage?
James Williams,
Dundee

Wayne says: There are a lot of people in your boat, James. The more in the next few issues I am going to devote some space to various games that have stood the test of time well, so much so that they are still played today. Watch this space.

● I like role playing games but get so confused with all the jargon it makes my head spin. I mean there is GM, FRP, PBM, D+D, AD+D, COH and HTK to name but a few. Can you get help please?
Peter Watcher,
Newcastle.

Wayne says: Right, Peter are you ready for this? GM = Games Master. FRP = Fantasy Role Playing. PBM = Play By Mail. D+D = Dungeons and Dragons. AD+D = Advanced Dungeons And Dragons. COC = Call Of Cthulhu and HTK = Hits To Kill. Any the wiser? Nape, I thought not, but don't fret, look out Wayne's Glossary of FRP terms that will be in the magazine.

● I have been involved with FRP for many years, but a lot of games are pre-released in America and by the time they come over here they are old hat! Can you let me know where I can get American imported games on a reliable basis?
Harry Pether,
Cardiff

Wayne says: Yes, Harry. Look no further than Games Of Liverpool, 89 Victoria St, Liverpool L61 6QG. They are one of the biggest importers of brand new American FRP games and are very reliable. Send them a large SAE and you will get their well stocked catalogue. Know what I mean, Harry?

● I've been LRP (Live Role-Playing) quite a few times now and am an avid fan. However, I would like to own my own customised rubber sword. I have tried to make one without success and I cannot look up a rubber sword maker in the yellow pages. Help me please I'm desperate!
David Hay,
Middlesbrough.

Wayne says: Don't despair, David, help is at hand. Over the years there have been one or two dodgy rubber sword makers that have run off with players' money, but I know that Pete Gerner at *The Labyrinth* has full details on the elusive rubber sword makers. Drop him a line with a SAE at the address given in this magazine and he will point you in the right direction.

Wayne's PLAY BY MAIL.

MIDGARD FOR MITRE

Mitregames have secured the rights to run Midgard a tremendous game that I am playing at the moment. The deal means that Mitre are the only people in the world who can run the game. They have already had a large influx of American players who have taken to the game like ducks to water. Apparently nearly 90 per cent of the US players were so shocked to find that their special actions received an answer from the British G.M.s that they wrote to them thanking them for the chance to role play!

My review Midgard will be published within the next couple of months when I have a few more rounds under my belt. But I can say Mitre's reputation for running high quality PBMs is reflected in this product.

Basically it is best described as a computerized wargame with limited role playing options.

Mitre have also obtained the world rights to *Tribe of Crane* another American game that has been growing steadily over the past year.

To celebrate Mitre's acquisition of Midgard they have kindly given the following prizes to C+VG:

- 10 start up sets of Midgard
- 10 boxed start up sets of *Tribe of Crane*
- 10 start up sets in their 22 century n-clear wargame *Globe Sovereignty*
- 20 full colour 3ft by 2ft posters for *Stargate* and *Tribe of Crane*

As a start up box in Crane costs nearly £10.00 start up in Midgard £5.00 start up in *Globe* costs £5.00 and the posters retail at £2.00 - this is a *unrivaled* opportunity to get into PBM.

To get your grubby little PBM digits on these tremendous items all you have to do is write and tell me your name, age, address as well as enter the following:

What is the best and worst PBM you have enjoyed and the reasons behind your choice?

Readers from abroad need not worry I will be reserving a number of prizes exclusively for them.

GMS WANTED

Mitre are on the look out for new G.M.s. The requirements are a couple of O levels in English and Maths, plus good handwriting. Experience will only computer would be an advantage. The wages are not on par with the 'royalty' but the job satisfaction is greater.



After the tremendous success of the Third British P.B.M. convention, the P.B.M. cauldron has reached boiling point, with new games emerging daily. There are a lot of new players out there, eagerly licking their lips and waiting to test them, but will they get their wallets burned in the process. Read on to find out what's what and who's in the steamy world of P.B.M.

C+VG 'CRIMERS' REACH 400

K.J.C. are running the C+VG game of *It's A Crime Game* 14 in which more than 400 C+VG readers are involved and trying to win the big selection of Prizes K.J.C. have put up on offer. One third of all the correspondence received is about I.A.C. in one contest or another.

If it is not people writing in wanting their game's mentioned, if others want hints tips and advice. So for all you 'Crimers' out there here is the latest update.

The curse of Wayne has struck again. Once again we have new leaders. The Hedgehog Hitmen are the numero uno game with notoriety of B46 but they are closely followed by *The Meathead Engine* who are in second place with a score of 825.

Other notables are *The Bob Hat* & *Bot Boys* who have moved up to fifth place with a score of 795. *Steel City Gangs* who have held their mid table place with a score of 684 and the *Lunatic Red Front* who have dropped to far down the table with a score of 561.

SPIRAL ARM II OFFER

Spiral Arm Games' leaders of *Play Before You Pay* have kindly made more generous offers to C+VG readers.

Spiral Arm that very popular

computer moderated so-far game has been updated, upgraded and revamped to make it even more interesting. The new version of the game is called *Spiral Arm II* and has a brand new rulebook which is a great improvement on the old one.

Spiral Arm's second new game is called *Worlds In Conflict* a very complex and involved game indeed. This basis of the game is that in 2150 A.D. aliens arrived on mass from another galaxy and gave Earth a blunt and brutal message: Surrender certain parts of the world or face invasion and defeat.

This game is not recommended for the novice P.B.M. as it is quite complex and hard.

Spiral Arm titles *Spiral Arm* and *Keys of Blood* still on offer. You can obtain a free set up rule book and three free turns in *Spiral Arm*.

Spiral Arm II and *Keys of Blood* you send a S.S.A.E. to me at C+VG. If you fancy going to *Worlds In Conflict* then a start up will cost you £5.00 but you will be credited with five free turns worth £7.50. As you can work out, further turns cost a mere £1.50 per turn. All cheques and P.O.s made payable to Spiral Arm Games please.

I have also a few playtesting positions in all of Spiral Arm's games to elicitate to a few people. All you have to do to obtain one is send me your definition of the word *Spiral Arm*.

SEARCH FOR 'THE WEAPON'

Harrow Postal Games has two new games for the advanced player.

The first is called *The Weapons* vary very complex game indeed. It is a totally computer moderated and is so fi based.

Apparently the scientists on your world have made two monumental technical advances. The first one is hyperspace travel which allows your space ships to travel vast distances into unexplored space and the second is *The Weapon*, a machine of such power that it can destroy anything in its way.

However the materials required to build *The Weapon* are very scarce on your planet, so you must begin a journey of interstellar exploration to help you reach your ultimate arm domination of the universe.

The Omega game is called *The Omega Victory* which once again is a computer moderated game of inter galactic warfare where you play the leader of a world that has found involved in the Omega wars.

Harrow have kindly offered C+VG readers the following:

- *The Weapons* rule book at £1.00 instead of £1.50
- Set Up in *The Weapons* £4.00 instead of £5.00
- £1.00 off your first five turns in *The Weapons* so you pay £1.00 instead of £2.00
- Set Up in *Omega Victory* at £2.50
- All further turns in *Omega Victory* at the ridiculous price of 50p with no hidden extras.

Please make all cheques payable to Harrow Postal Games.

WORLDS OF CHAOS REVAMPED

G.A.D. Games have given their game *Worlds of Chaos* facelift which has changed the original concept dramatically.

It can now be played as easily by a new player or an experienced one but it will appeal to the latter.

There are a limited amount of places available for players as he wishes to keep up his swift turn around and high quality. It is for those reasons that he is giving an offer just quoting his normal price, which is a starter pack for £6.00 which includes rulebook, character generation, set up and three free rounds with paid postage. Further turns are a cheque £1.20. All cheques made payable to G.A.D. Games please.

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BATTLING

BEU



Channel 4 is currently screening the first British television series devoted to the strange Japanese sport of Sumo wrestling. It makes fascinating, almost hypnotic viewing. C & VG Deputy Editor Paul Boughton investigates this bizarre spectacle.

Sumo, the ancient art of Japanese wrestling, remains a mystery to most Western eyes. The clash of two near-naked giant men, grotesquely fat but immensely strong, is bewildering to the uninitiated.

Picture the scene. Two mountains of blubber, wearing an odd nappy-like belts, meet in a small, cement-hard ring. Four minutes are spent in a strange and confusing quail of stamping, squatting, puffing, snorting, heaving glances and throwing salt into the air. Each other, adopting an almost American Football style stance. Suddenly, and with surprising speed for such huge men, they crash into each other. The smack of flesh hitting flesh is painful to hear. A frantic rattle ensues, ending when one of the wrestlers is pushed out of the ring. The fight may last just a few seconds.

And yet it draws the Japanese wild. The wrestlers are heroes, almost almost worshipped, held up as role models for the young.

There is so much more to Sumo than first meets the eye. It is the oldest of all martial arts with rules and traditions dating back at least 2,000 years and rituals rooted in the ancient religion of Shinto.

In their words, Sumo is sacred.

And in a world where sport is so often marred by senseless crowd violence, obscenity and lewd behaviour of star players, Sumo sets an example and standard which other sports and sportsmen could well follow.

Farce or few sports more intensely competitive than Sumo, yet the wrestlers conduct themselves with great dignity. Winning is accepted with courtesy, losses met with grace. They never argue with the referee.

It is often said that non-Japanese spectators quickly become hooked on Sumo and become some of its most avid supporters. After seeing just one episode of Channel 4's new series, I believe a fan. And if you manage to see any of the programmes - Tuesdays at 11.35pm - I think you will as well.

Perhaps so much attention is being focussed on Sumo at the moment is because a foreigner is poised to join the highest rank in the sport of Yokozuna. Grand Champion Sairen Sumo was organised into a professional sport around 300 years ago, there have only ever been 62 Yokozuna.

The foreigner is a Hawaiian born, a Falei Atkinson who fights under the name of Kumsushiki. At 24 years of age, he weighs in at more than 36 stone. Only

one word can describe this man - awesome.

It's hard to know where to begin a brief history of the history, ritual, technique and life-style of Sumo. It's like peering at an onion - certain one layer and there's another underneath. What follows just skims the surface.



The
Object
of
Sumo

The aim of a Sumo match is quite simple. It is for one wrestler to force the other out of the ring or to make him touch the floor with any part of his body other than the soles of his feet.

The dohyo is a 17ft square mat of specially



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LIES



packed clay sprinkled with sand. The borders of the square defined by 28 bales made of straw-filled bags sunk into the earth. Another 20 bales are sunk in the centre to form a circle with a diameter of 14ft. In the centre of this circle are two 3ft white lines which are 4ft apart. Those lines are where the wrestlers face up to each other.

There are 70 winning techniques listed by the sport's governing body, the Japanese Sumo Association. Basically, these are throws, trips, lifts, thrusts, shoves and pulls. Of these moves, 48 are classed as "classic" techniques. The wrestlers are banned from kicking, or punching with a closed fist. However, slaps are allowed. Most wrestlers are perfect between six and eight techniques for their fighting repertoire.

The five easiest winning techniques to spot are as follows:

Oshidashi - this is where one wrestler is pushed out of the ring with hands applied to the front of his body.

Yorikiri - forcing the opponent out of the ring with one or both hands below his arms or behind him.

Uwatenage - grabbing the belt and then throwing the opponent down while his arm is pinned under the other wrestler's.

Tsuidashi - grabbing the opponent's belt, lifting and carrying him out of the ring.



The Belt

The belt or body band the wrestlers wear is called a mawashi, it looks extraordinarily uncomfortable and it barely keeps the wrestlers decent.

Depending on the wrestler's size, the belt is between 73 and 13 feet long.



and 32 inches wide. It is folded over six times to a width of five inches and looped under the groin and around the body at least five times and knotted at the rear. Winning tournaments the top wrestlers wear belts which can cost thousands of pounds.

They also wear a string apron called a saguri at tournaments. The strings are made up of stretched silk. To have a good one, made will cost the wrestlers a small fortune.



The Wrestlers

To make it a top Sumo wrestler you have to be a big lad. In the past, new recruits to Sumo were as young as 13. Now the age is about 17 with a minimum height of 5ft 6ins. Most wrestlers are about 6ft with an average weight of 300 lbs. But there have been successful wrestlers who weigh as little as 240 lbs.

Most wrestlers have finished their careers by time they reach their mid-thirties.

The 700 or so professional Sumo wrestlers are divided into ranks, ranging from beginner to grand champion. Depending on success, the wrestlers move up and down in ranking.

Only the top two ranks of

continued on page 100

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wrestlers receive salaries. And once they make it to the top, big name Sumo stars also make extra money from sponsorship deals.

The wrestlers are trained in the art of Sumo, its traditions, rules and etiquette by what is known as the stable system. There are around 1000 gyasables and a professional wrestler will make it his home throughout his career.

A stable is under the control of a coachman, always an ex-wrestler. His rule is absolute. The only wrestlers who live outside the stables are those who are married and their families.

Upstairs are dormitories for junior wrestlers, the seniors live in semi-private rooms. Downstairs is the unheated training room.

The only women to live in the stable are the manager's wives. All housekeeping chores are taken on by the unranked and unpaid wrestlers. They must also act as servants to the top stars.



The Tournaments

The popularity of Sumo has steadily increased over the past few decades. There are now six big tournaments held every other month in Japan's four largest cities.

January (Tokyo), March (Osaka), May (Tokyo), July (Nagoya), September (Tokyo), November (Fukuoka).

Each tournament starts on a Sunday and lasts for up to 15 days.

Competition starts at 10 in the morning with the apprentice wrestlers lighting for qualifying places. At 11, it's the turn of the four lower divisions of wrestlers. They will wrestle on alternate days for seven days in the hope of improving their ranking.

The top in divisions of Sumo wrestlers fight once a day for 15 days. Each of these bouts will probably last just five minutes, the majority of which will be taken up with ritual. A good fight will last around 30 seconds.

Competition finishes at about 1pm each day, except for the last day when the prizes are given out.

As Wrestling is the honor of English soccer, the Kokugikan (National Sports Arena) in Tokyo is the spiritual home of Sumo. It is a big amphitheatre capable of seating 10,000 people. Besides the baths, changing room and dining for the wrestlers, there is a Sumo museum and school where all new wrestlers must attend a six month course. It is also the headquarters of the Japan Sumo Association.



A day in the life

The wrestlers train in a hall called Keiko-jinryu. Again it is ritualised and very grueling. A typical day would be as follows.

4:00 to 5:00 am. The lowest ranked wrestlers are up and only for practice. The higher ranked wrestlers are allowed to be in bed for a little longer. That means

rising from 6:30 on weekdays. The top men will be finishing up shortly after 8:00 am.

The practice, which revolves around a few basic exercises, is designed to improve and enhance what are regarded as the essential qualities of a Sumo wrestler - balance, agility, flexibility, powerful thighs and a low centre of gravity.

The basic exercises are again noted in an old tradition.

First there's shiko. The wrestlers stand with their legs wide apart and bend the knee. They lean to the left and raise the right leg as high as possible. Next they stamp the right foot down and at the same time thrust the left. This is repeated with the left foot. Now that sounds quite easy, doesn't it? Easy, that is, until you realise beginners repeat this exercise at least 500 times a day.

Things get more painful with the next exercise, matawari. This involves sitting in dirt with legs spread to 180 degrees. The wrestler leans forward until the entire front of his body is pressed into the earth. Now, if the Sumo beginner can't manage that, there's no need to worry. A senior wrestler will stand on his back to help things along. "Are you crying?" he asks the beginner as he rubs the soles of his feet. The equally traditional reply is not "AAAAAARGH!" as you might expect, but "No, just sweat in my eyes."

And after all this, it's still only around 11 am. The senior wrestlers head for the baths.

Then it's time for the first and largest meal of the day, a high-calorie stew made up of a seaweed-based stock, chicken, pork, fish, bean-sprouts, cabbage, carrots, onions and lots more. They devour bowl after bowl of this plus rice and wash the bowl down with quarters beer. At around 1 pm the lower ranked wrestlers get to eat.

That is the end of the day's training. Those wrestlers who can afford it, go out for supper.



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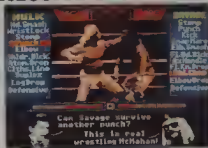


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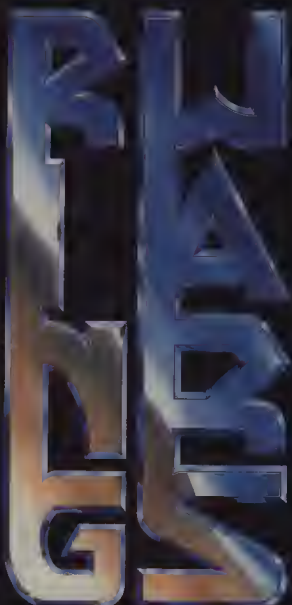
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The Big Screen

Steven Spielberg delivers his Shanghai surprise, but our man *Ward R Street* says, "I want Someone to Watch Over Me," as he watches over this month's cinema releases.

Steven Spielberg is a wannabe? When he made *Amis* he wannabe. Then he made *Indiana Jones* films he wannabe. A 1940s serials director, in *ET* he wannabe. Walt Disney and more recently *The Color Purple* demonstrated just how much he wannabe seen as a serious artist. He's suffering that disease again with *Empire of the Sun* (PG). He wannabe *The Kid* (Graham), *Attenborough* and *Daniel* (Laurie), or *Amis* (Laurie) lean rolled into one?

Empire is a big film, a flagship for this Spielberg empire, indeed. It's based on J.G. Ballard's Booker Prize short listed novel, and adapted by a respected playwright, Tom Stoppard. In short, it's just the sort of movie that gets in last for the annual Royal Film Performance.

Its story fully deserves the epic treatment, set in a haunting World War Two, it starts with the invasion of Shanghai, following its hero from his evasion of the Japanese forces, through his capture and internment with other British and American civilians in a stark concentration camp and on a brutal forced march across the desert, right up to 1945 and liberation.

There's a twist in all this though. Because the hero, Jim, is only 11 years old in English school who's been separated from his parents and who gradually becomes more wild as the war progresses. Witness events through his eyes, but we also realize that the actions of daily life are evoking deep emotional scars.

These great events are presented on a grand scale but on the more intimate level.

convincing. It's not the acting that's at fault. Christian Bale is superb as Jim, battling against the



wilds every day. John Malkovich is also brilliant as the amoral American black marketer, Base. But individuals seem to vanish as then faces that into yet our more complex scene. All I could think of was the millions spent in Spielberg's quest for glory.

The film tries too hard to obtain a mythical aura, unlike John Boorman's recent *Hope and Glory*, which was a truly magical evocation of one boy's war, made for a fraction of the cost. The script is too literary, hammering you over the head until you feel that *Empire of the Sun* might have been a better title. I swear the film lasts slightly longer than the real war in the East. Sometimes more is a tragedy loss, Steven.

For lovers of big battles, epics, and ovals only.

The real thrills are to be found in a more modest policeman Richard Dreyfuss falling head over heels in love with the woman he had under surveillance. Now

▼ *Empire of the Sun*

with his wife and kid instead of a meeping pomp a cin. Manhattan kid born in scene of a midnight snack. From the start he's all at sea socially, as he stalks out Claire's marble and mirrors hallway, or in company's her to a posh party.

But it isn't long before he's emotionally swamped as well, sinking deeply into love with her. His marriage is put at risk and worse so are his and Claire's lives.

There's still a psycho on there and he's more than there menning about who he makes his victims. Keegan's private and professional lives become increasingly intertwined as the story turns to an ultra tense climax.

His book style suspense accompanies the pace and problems of Keegan's infatuation in this classy, unmailed thriller. Dues on



▲ *Stakeout*

what he knew. Therefore Tom Berenger is doing the same thing. What is it with these cops?

Stakeout played it for laughs, but this time it's serious. It's really serious! Watch by James Cagney, Gary (Vince Ruggs) witnesses a murder in an elegant nightclub. She's the only person who can identify the psychotic killer who is why she needs Someone to Watch Over

her. The police bring him to trial.

Detective Mike Keegan would far rather be at home

Rutley. So on watches the glossy visual stylized *Blind Runner* with the seat edge tension at his other great hit *Alone*. With it over this one when it comes your way.

Imagine a fantasy adventure story, stacked with the sort of exploits you might find in *Flam* one of the finest swordsmen ever to swash a bit. Imagine a fantasy land filled with giants and dwarves, with a villain.

Sort of a fantasy, it's made treat heroes by parades. Now get somebody with Fergus McNeil's sense of irreverent fun to re-work this fairy tale

continued on page 106

The Big Screen

and you have **The Princess Bride** (1981).

It's not Porgus telling the story though. It's a grandfather talking to his grandson who's sick in bed with a cold, and who makes it quite clear that while he doesn't mind the highs, he's none too keen on the soggy stuff. So gradual sinks to the story of how our Princess Buttercup has been captured by three wicked kidnappers on the eve of her wedding to Prince Humperdink, a mysterious stranger comes to her rescue.



▼ Princess Bride

The tale twists like a sea serpent as nothing turns out to be what it seems. Badasses become goodies, goodies are really baddies, and the mysterious sword-sman's mask just happens to hide a face from Buttercup's past. Of course it all ends happily and true love wins through.

So much so that the boys willing to witness one last kiss.

This may all sound fairly cutesy, and so it would be if not for the knowing edge that writer William Goldman and director Rob Reiner who made *Spirited Away* and *Stand By Me* lend to the material at proceedings. They're helped by a cast which includes a whole host of stars in musical roles. Billy Crystal from *Soap* appears as an ancient Jewish wizard, a heavily made-up Peter Falk is the grandfather, and our own Mel Smith is an emcee up as a campy narrator.

Princess Bride is an affectionate send-up of romantic tales of yore. It's really even funnier in Asterix in Britain (U) (you'll think in fact, because this is the latest chapter in the animated adventures of the famous Gaul. But even

though I normally find these satirical tellings of Roman history highly resissible, this time I was in hysterics.

It's always interesting to find out how the rest of the world sees you. On this showing we Brits have a reputation for enthusiasm, for drinking and knocking off work at five on the dot for a game of cricket. Unfair - I don't pick up my hat until five fifteen at the earliest.

This gives Caesar's legions a very opportunity to walk all over us until just one little



It's based on a ludicrous American play about two brothers who live alone in a Detroit house. Treat is the street-wise would-be thief who steals to keep his simple brother Philp well stocked with his favourite food, tuna.

But for all his apparent vice, Treat has tricked Philp into believing by telling him that he suffers from a potentially fatal allergy to fresh air. So they lead their private life of mania, fantasy and into their realised world comes Harold, a



▲ Orphans

▼ Asterix



village remains. Everything looks bleak till one of its inhabitants remembers a vision across the Channel and sends out a call for help. Guess who answers, complete with magnanimity to help the nasties?

But before Asterix and Obelix can do their stuff they have to cope with every peril imaginable, including pirates and even worse warm English ale. It's a bumpy and breezy romp which won't twist your intellect too much, but which pokes fun at everyone except the British Gauls.

You can't take it easy with *Orphans* (15) though

business man who Treat has kidnapped and plans to hold to ransom.

What Treat isn't wise enough to realise is the nature of Harold's business. He's an ageing gangster on the run from the law. It doesn't take him long to escape, but a sentimental streak leads him to adopt these dead-end kids. He starts to turn Treat into a sharply dressed bodyguard, while he gives Philp the affection and self-respect which he eventually treat the traitor.

This is the movie's most difficult film, but it's never in any - at least once you're used to its somewhat stodge

atmosphere. In fact it's often very funny, thanks to the performances of Brady and *Full Metal Jacket*'s Matthew Modurn, newcomer Kevin Anderson, and above all Albert Finney, simply superb as the nostalgic master. *Orphans* is sure to find a home with anybody into experimental drama.

FAST FORWARD

It's time to head up the video again, as I've recommended the month's top releases for sale and hire.

Video provides a great chance to see a number of movies that never make it to your local cinema. *Gunzies: Women on the Moon* (TBA) is one of them, and despite the tacky title, it satirises an imitation Mad style satire on late-night American TV.

Swif Nazis (18) is another tongue-in-cheek gem from Trema, purveyors of trash to aficionados. Originally called *Swif Nazis Must Die*, this tells a tale of four h was far, complete with a vigilante gunny.

Recent additions to the rental circuit that I've loved about are *Back in Heaven* (18) and *New Dark* (18). The former's truly delight find remains, mostly about from a nation while the latter's a tale of vampires which is totally thrilling.

I wasn't so keen on *La Bouche* (15) but a lot of people liked this old-fashioned gem of 50s singer Bu by Valens. Meanwhile the new James Bond gets a first video outing in *The Living Daylights* (18), slightly overblown but great fun.

Stranger is the word for the surreal rhyming of *Pee Wee's Big Adventure* (U), which I hated but you may love. But the big, BIG video news is that *ET* will be officially available this summer.

Memories of Anderson's with several 57-99's burning holes in their pockets will be relieved to hear that the self through label Channel 5 now has volume 8 of *Thunderbirds* (1), containing 95 minutes of international Rescue, volume 8 of *Captain Scarlet* (U), four mini *Stratford* (U) stories, and finally five action (1991) volume 3.



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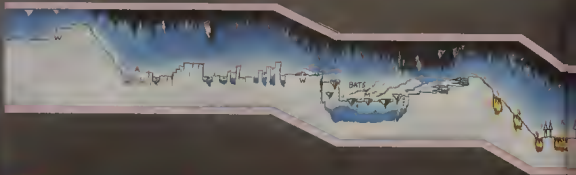
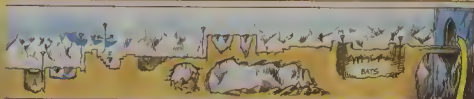
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RASTAN

LEVELS 1 TO 3



Playmasters Map

Sprawling across this page is a stunning map of the first three levels of a coin-op conversion. Rest assured, the game is so big we couldn't fit it all on! What this means is that you get a month to get a grip on the first half, and next month you can take my hand and we'll go through the tough second half together. Sound all right? (Massed chorus of "No". Ed.) I knew you'd see it my way.

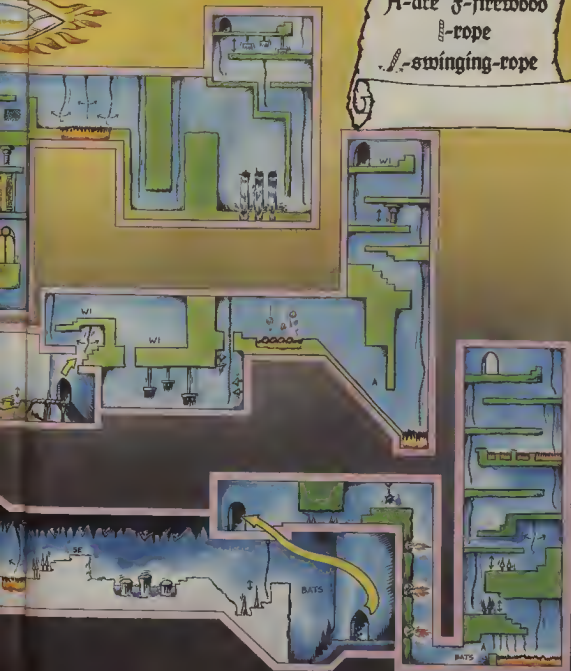
Key

M-mace S-start

A-ace F-firewood

I-rope

J-swinging-rope





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Next MONTH

Alien Syndrome turned gamers' stomachs when it hit the arcades last year with some of the nastiest aliens ever dreamt of.

They were so gross the cabinet could have carried an 'X' certificate and no one would have complained. Slimy hulks like the 'Huggers' with their skull heads plopped on top of slimy bodies of gunge. The Asophies have gaping mouths, the Tacapias just look like a mass of eyes - yuk.

But there is more to *Alien Syndrome* than ugly Garry Williams-like aliens. There is a helluva games challenge in there as well - enough to make *Syndrome* a cult coin-op hit - one of the very best, o games player's game. C + VG will exclusively review the Commodore 64 and Spectrum versions next month - with a preview of the ST thrown in for good measure.

Winner Stays On. The letters are pouring in now. One gamer claims to be the 'king of Surrey', another to have 'clocked Glosgow'. Read the first report of the play-offs in next month's issue.

Playmasters. New boy Matt Bieiby is mapping like crazy. Check us next month for the hints column that is quickly becoming the best in the biz.

Compos: If you thought this month's were hot - you ain't seen nothing yet.

Freebies Are Back: A mystery free gift will be attached to next month's front cover. You will know that when C + VG has a gift on the front it sells quicker than iced lager in the Gobi desert. So be there with £1.10 in your hand - or miss the best value in computer games magazines in the known universe.

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Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, May issue!

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• Hurtle into the future with May's C + VG out on April 15th. It's hotter than hell ... in a cool sort of way.

Winner Stays On

We're looking for the best all-round Games player in the country, and it could be you!

So you think you're pretty hot stuff with that joystick, huh? You guess you could rack up a high score on just about any game, any system. You figure half an hour up against you in the C+VG games room would have our Ed sweating and screaming and begging for mercy.

You're pretty lippy really.

Hi, do you know me? Well actually the answer is no, you don't, not yet anyway — but I'm afraid you're going to have to in the months to come. My name's Matt, and I'm the new kid on the block here at C+VG. If you're in the habit of reading every piece of small print in the mag — and let's face it who doesn't? — You might just have seen my name pop in there under "Staff Writer" last ish, even though I hardly did a stroke of work on it. *(What's changed? Ed.)* Well right here, right now is where I start earning my keep, and it's nice to be able to kick off on a high note, with the intro to a great new competition to find the best games player in the land. Trigger fingers icky? I thought so. Let's get blasting...

only walk off with all that loot but an Alan ST as well!

Obviously we have no way of telling whether you've put down a true score or not, but think of this: should you get selected for the challenge you'd better have the skill to back it up, unless you fancy setting yourself up as the laughing stock of the C+VG office: the whole gaming world besides!

Closing date for the initial



aren't you, kid? Well, this is where C+VG gives you the chance to put your Trigger-finger where your mouth is, in the C+VG Winner Stays On Challenge.

THE CHALLENGE

The set up is this. On Saturday April 23, C+VG will bring together the top ten players and the latest games, lock them all in a room together and get them to fight it out. The winner at the end of the day becomes the C+VG champion for that month.

But it doesn't end there. The month after that he will have to defend his hard won position as king of the gaming castle against the three meanest challengers.

THE GAMES

To cut the grade with the best of them, you're going to need a pretty wide range of skills. Each challenger will be playing his wits on five different types of game, selected on the spot by the C+VG team, on all different systems. You will only have a few minutes on each game to prove yourself, so it's going to be a real survival of the fittest!

You will play. A classic shoot 'em up, a beat-'em up, an arcade adventure, a strategy game and a racing game.

In addition there will be the Editor's challenge, where the contestants go up against our Ed at the game of his choice, so expect the unexpected.

THE PRIZES

Everyone that we bring down to London for the play-offs (expenses paid of course!) will go home with a C+VG T-shirt, and copies of every game used in the challenge (or whatever system you prefer) pressed into their sweaty little palms.

In addition the winner will get a year's subscription to C+VG, a £50 WH Smith voucher to spend on the software, books or records of his choice, and a special framed mock up of a C+VG cover featuring his moment of fame and glory. Should our champion be good enough to beat all comers three months running — and we think that's pretty unlikely! — he will not

challenge to find our first 'Winner stays on' champion is April 14th so post your scores in now!

As you can see, old C+VG is starting to burst at the staples with hints and tips, maps and pokes.

Yep, we're going places, but to get there we're going to need your help! If you think you can map a hot new game — through all the levels mind — we want to hear from you. If you've got some super hot tips the rest of us just can't live without, send them in.

Show us how you can beat the machine at its own game, and not only will you get your name in lights — or in small print anyway! — but we'll pay good money for the ones we use!

Matt

Name		
Address		
Age		
Game	System	Score

BAD CAT



The graphics used are
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Microsoft Street Fighter Alpha version.



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Rainbow
Arts

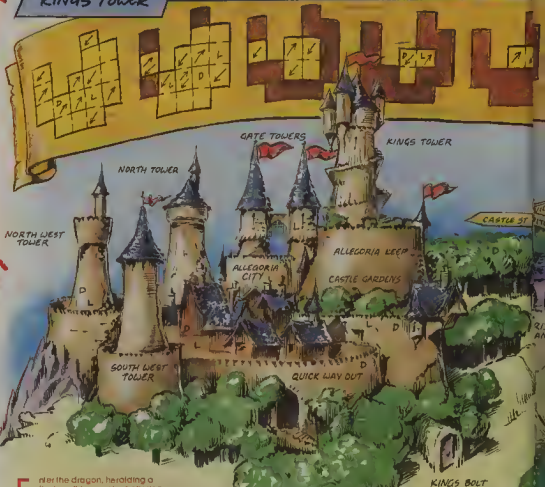
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UP

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D DRAGON

L LAMP



Enter the dragon, heralding a fire-breathing, scale-shattering, wing-wagging, long-frightening C+VG competition.

Not only do we bring you this amazing map of Black Lamp, one of Firebird's best releases, but we also give you the chance to win an utterly awesome hand-painted miniature dragons. And we've got five of these little beauties to give away PLUS 10 copies of Black Lamp for the runners-up.

All you've got to do is to get your imagination into gear and create an amazing dragon. You can use paints, inks, coloured pencils or crayons. And, judging from past responses to C+VG's art competitions, we've cleared an extra

large space for the thousands of entries! We may even use the best one as a C+VG pull out poster.

Just send your entry to Black Lamp Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for the competition is April 16th and the editor's decision is final.

It's more than just a pretty picture. **CAVE** showing the layout of the castles, woods and villages that make up the world of the Black Lamp game. This map also shows you where to go and what to avoid. Areas marked D on the map indicate rooms where dragons, the most dangerous monsters Jolly Jack must face on this quest, may lurk. Though not every dragon room contains a dragon or the valuable Black Lamp. I guards

indicates where there are lamps to collect. There are eight primary lamp rooms on ground level, any one of which you may start at. Though the nearer you begin to one of the two main towers the better off you'll be. Other lamps are kept in the towers - see floor plans - and in the network of dungeons and caverns that



BLACK LAMP COMPETITION

NAME AGE

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Tick which computer you own

Atari ST CBM 64

Spectrum Amstrad


BLACK LAMP



Exist beneath the surface. You would, in fact, be well advised to get into the tunnel system as soon as possible as it enables you to move around a whole lot faster than on the surface, and is

absolutely littered with traps. It also enables you to avoid the scrolling screen that make up much of the woods and village streets - they contain no lamps, and feature lots of dangers.

Look for more great maps every month right here in Playmasters. If there is any game you are having trouble with - and you think a map might help - why not write in and suggest it?



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C + VG's Arcade Ace Clare Edgeley this month gets to grips with **Mr Hell**, **Heavy Barrel** and **Twin Cobra**. These are now the C + VG recommended games to spend your pennies on.

MR HELI

Mr Heli is a gem from Irem Corporation — cute graphics, lots to shoot at and an incredible array of colourful graphics.

This addictive little game may not be much to look at initially, but wait till you start playing. It's highly addictive and great fun.

Set on a distant star in some unknown galaxy, you play **Mr Heli**, a small, round helicopter which is part of the Earth's cosmic patrol, sent to save the star from the invasion of a bunch of gloriously technical alien ships and their support squadron of black helicopters.

That neat little storyline hardly prepares you for the wonders to come. Your first patrol takes in the star's surface — weird outcrops of rock suspended high above your head, floating islands of grass tufted soil and fluffy clouds lounging around in the sky.

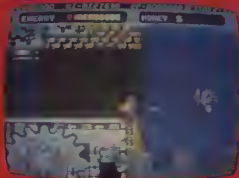
Then the first attack wave appears, choppers zoom towards you, and aliens of all shapes and sizes wing in to attack. It's fairly simple at first to

despatch these noddies — just a flick of the joystick releases 2 bullets, spew fire and sink the nose of your helicopter. One shot right — from a gun mounted on the wheel — blades. A quick flick to the right to left and the shield is melted and clear.

But fuel and energy levels are falling, your bullets are slow enough to cope with the flux of yet more noddies and it's at this point that you discover the wonders of hidden crystals.

These blue life saving gems, covered by a coating of rock, which, when blasted by bullets or bombs, fragments to expose the crystals in a variety of sizes. Just pick up a crystal and you'll be awarded some cash ranging from a mere \$20 to \$500. With the money collected you can now buy extra weapons, shields, fuel, and energy when you blow apart the rock and expose the respective symbols.

The bonuses also range in price so you must keep a watchful eye on how much you've got in the bank at any time. There's no point either in picking up everything you uncover, as certain bonuses



▲ Each new stage offers fresh puzzles

deserve little money — be needed. It that money. \$1000 is a lot of money for the items you can buy.

As the machine is getting more and more difficult, you can buy extra shields, fuel, and energy when you blow apart the rock and expose the respective symbols. Just pick up a crystal and you'll be awarded some cash ranging from a mere \$20 to \$500. With the money collected you can now buy extra weapons, shields, fuel, and energy when you blow apart the rock and expose the respective symbols.

Soon you'll be in with the first stage. This stage is further in the game, you must destroy a large number of unfriendly space ships.

The next stage is a very underground to a mountain and to make life more difficult, the background scrolls this time so that you have to follow it. Cunning aliens appear and you are given even less chance to pick crystals and exit as.

Now onto the next stage which is made up from a jungle of vegetation resembling an intricate background tapestry. Volcanoes loom ahead rising from the ground as well as suspended from the ceiling. On this stage you are mainly flying from left to right. Dodging the volcanoes is tricky as they are placed close together and spew great gouts of lava in synchronised time. The only way to get past them is to blast the tip until the rock collapses in on itself, temporarily plugging the mountain.

Mr Heli is full of surprises and each new stage offers a fresh supply of puzzles, brilliant graphics.

HEAVY BARRELL

Heavy Barrel is a game from Irem Corporation. It's a very addictive game. You play a tank which is part of the Earth's cosmic patrol, sent to save the star from the invasion of a bunch of gloriously technical alien ships and their support squadron of black helicopters.



▲ Surrounded and defeated



▲ Your first mission.

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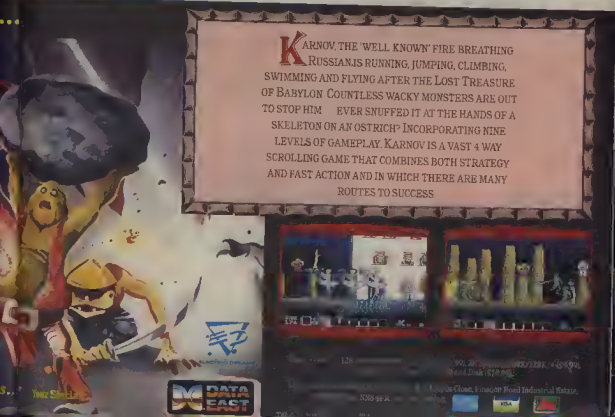
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Tony Tokoushi goes into overdrive this month as he rents and roves about the delights of *Stinger* on the Nintendo and three ace Sega sensations. Hang on to your seats, the action starts... NOW.

• STINGER

How do you fancy a shoot'em up that throws absolutely everything at you? Is that salvo aazing from your mouth?

GOOD!

Stinger is a newish shoot'em up from Kanami for the Nintendo console, it packs a mean mean punch and is going to have you begging for more.

The scenario is jolly spiffy with you out to rescue a professor (he looks like a reject from *Back to the Future*) who has been kidnapped by the dreaded Attackers. Your craft is called a *Stinger* and



• *Stinger* — packs a mean punch, you have to battle through seven stages to rescue the prof

There is a choice of one or two players (two players is simultaneous play and you can join up for a ripple loser) and the action takes place against horizontal and vertical scrolling backdrops.

Your ship starts with basic firepower of bullets and bombs and these can be enhanced by shooting and collecting different coloured bells which can be shot out of clouds floating across the screen. Yellow bell (500-10,000 points), Blue Bell (speed up), Red Bell (loser), White Bell (double

life), red and white (triple fire power with three ships), blue and white (force field)

On the ground are targets which be shot and collected to boost fire power

If your ship gets hurt an ambulance appears which you must make contact with to return you to normal (you can only use this once per life).

The first scene is a horizontal scroll across the Pacific Ocean. Scene two is in an undersea Kingdom which has you shooting against a vertical scroll. The third scene has you flying across the desert with rattling clothes hangars trying to ram you (this is straight out of *Revenge*



• *Stinger* — rescue mission

of the *Mutant Camel*!), and is a horizontal scroll

It is a stunning game with some truly staggering power ups and fast, twisted zap the mothers action. Ga get it!

▶ GRAPHICS
▶ SOUND
▶ PLAYABILITY
▶ OVERALL

8
8
9
9

REVIEWS

• SEGA SPECIALS

Three of the best offerings for the Sega console are *SDI*, *Alien Syndrome* and *Zillion 2*.

They are all 128K games and are scheduled for release in March, prices



• *Alien Syndrome* — classic



• *SDI* — fast pace

should all be around £20.

You are probably familiar with *SDI* from the arcades, it is a *Missile Command* derivative with a fast almost compulsive feel to it. The scenario has you sitting in a Global Defense Satellite high above the Earth you have to shoot down missiles, satellites and Crab Ships which are trying to blow up Earth.

To stop them you control the Satellite and a cursor sight, button 1 and the joystick moves the satellite while joystick and button two sight and fire interceptor missiles.

The game has ten stages, five offensive and five defensive (Earth, Moon, Asteroid Belt, Saturn and Hidden Planet). You have three lives with a life being lost if you are shot by the enemy.

You are faced with an Offensive half to start with, if any missiles pass you have to play a defensive half destroying the missiles before they enter the atmosphere and hit the planet (the damage meter is carried over).

You start against a smooth scrolling backdrop of space (left to right) and missiles fly in from the right side of the screen. SDI is a quality game with a good feel and enough action to keep you away from the TV. Firing into a cursor takes a little getting used to but when you do...

Alien Syndrome is another game from the arcades. It is a classic L and R job with the usual high strains of play and presentation expected from Sega. You take the role of Ricky or Mory and have to rescue hostages from seven different ships before a bomb goes off.



▲ SDI — quality



▲ Zillion 2



▲ Zillion 2 — brain puzzler

Each ship has several rooms to investigate, and is populated by two different aliens. Ordinary aliens are

fatal to the touch while Defenders are in every room in the ship and can be shot, rendered useless for a limited time (they fire at you while aliens just room around).

To rescue the hostages you simply walk over them and when they have all been collected you can go to an exit where you have to battle the Alien Baxx of that ship (a super duper biggy who is just begging for a good zap). He has to be beaten to progress to the next ship. You can upgrade your weapons by picking out weapons from the walls throughout the ship (Fireball, Laser, Warp and Mystery).

The last gaddy is Zillion 2. If my mailbag is anything to go by there are a lot of lons at the original. You have to battle your way through eight stages, the emphasis being more on fast intuitive arcade action than brain puzzles. You switch roles from a bike rider (fatty BIG sprite) who has to leap over gaps in the road while zapping everything that moves, to flying rabbit (another biggie) blasting his way (both scenes against a fast smooth scroll). Beautifully playable and stick to the bone this is a must if you enjoyed the original. In case you should have any problems playing it try using

the continue function by holding the joystick up and pressing button one when Game Over comes up.

• ZAXXON 3D

Zaxxon caused quite a stir when it was released with its diagonal scroll and perspective gameplay. Well it has been a long time coming but a 3-D version is here compliments of Sega.

The scenario and gameplay closely follows the original BUT it is in 3-D!

You start play out in space where fighters came at you from the horizon slowly getting bigger as they get closer. You can move in all eight directions using as you go. If your ship is on the same horizontal level as the enemy a sight appears in front of the ship and you can spray bullets at it.

Same enemy ships release a pad when they are destroyed, these give extra points and can increase your speed and firepower.

After the space battle you see the fortress come at you from the horizon slowly filling up the screen. This is a very strong effect, as with the arcade version you have to fly through a gap in the top level of the entrance.

When you fly in you then have to swap down to the floor of the fortress and shoot the fuel dumps (increase your fuel gauge) and zap the



enemy boxes for points (and pads). Keep an eye on the gauge for if it hits zero you lose one of your three lives.

Overall Zaxxon 3-D is the best 3-D game yet, although it is a bit slow to start with. The 3-D glasses are not cheap at around £40 and I would suggest you try them in the shop before forking out your hard earned cash.

▶ GRAPHICS	7
▶ SOUND	6
▶ PLAYABILITY	8
▶ OVERALL	7

NEWS

• Sega is set to release a graphic tablet for its Master System. You plug it into the console in the same way as a cartridge but a cord leads out of the cart to a drawing tablet. The basic functions on the unit are, change background colour, draw symmetry, clear display, clear all graphics and use cursor as eraser. A UK release date has not been set.



▲ Metroid

• Twelve titles are planned for release for the quarter to March 1989, so most of these should be in the shops now! Kung Fu Kid, Fantasy Zone 2, After Burner, Global Defense (SDI), Zaxxon 3-D, Alien Syndrome, Rescue Mission, Zillion 2, Alex Kidd and the Lost Stars, Super Wonder.



▲ R-Type

Boy in Monster Land, Cube Zone, Maze Hunter 3-D.

Other titles in the pipeline are Great Baseball, Football, Basketball, Space Harrier 3-D, Blade Eagle 3-D, Monopoly (seen a demo and it looks gaudy), Parlour games, Rambo, Aztec, Adventure and Penguin Land.

• Nintendo has announced a new joystick controller called the NES Advantage. Price has yet to be confirmed.



▲ Wanderboy

▲ Alex



SDI	ALIEN SYNDROME	ZILLION 2
▶ GRAPHICS	8	8
▶ SOUND	7	7
▶ PLAYABILITY	9	9
▶ OVERALL	8	8



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NINTENDO: The Way Ahead

In the wake of Mattel losing the Nintendo distribution rights and a new company being set up (NESI), I decided to find out just what the implications are for UK owners.

The boss of the UK operation is Bruce Lowry, who was Vice-President of Sales for Nintendo in the US. Does the formation of the new UK company mean we will be getting new games, fan clubs and new peripherals?

BL: "Nintendo has 3-D glasses but they are expensive, third-party software development is expensive so I do not know how the 3-D will take off. It has been slow in developing. I think it may be a fad and an expensive one at that. We will be watching the Sega situation closely."

"We have two joysticks, but we have not finalised release dates or prices. A trackball is also expensive and we do not have any plans at present in that area."

"We will also be setting up fan clubs over here, and they will interact with others in European countries. Badges, sweatshirts, club magazine and special events will all be happening."

TT: With so many good games coming from the arcades will games be converted from Sega to Nintendo and vice-versa?

BL: "I do not think it will happen."

TT: Just how big are the catalogues at present?

BL: "Between third party and Nintendo games there are around 65-70 games, and around 30-35 on the Sega."

TT: With such enormous success in the arcades why has Sega failed in the US?

BL: "Sega was introduced into the US market around four months (March 1986) after Nintendo was launched, and they managed to get their console in the shops alongside the Nintendo. They also launched a TV campaign and various other promotions. So the two of them were battling for the market. The consumer

Nintendo is based in Koyoto, Japan and has been in the entertainment

business for more than 95 years. The Family Computer System (FCS) was

released in Japanese in 1983 and Nintendo sold one million consoles

in the US in 1986 and over three million in 1987. Tony Tokoushi

meets Nintendo's head man.



A: Bruce Lowry, Nintendo got to play and see both systems side by side in shops. The quality of the Nintendo and the backup and promotions proved too much for the Sega and it could not compete. Last year 3.2 million Nintendo units were sold in the US and Sega sold less than 10 percent of that.

"In the arcade business you can be a hero today and be at the bottom tomorrow. Sega is fortunate that it has had two or three big arcade hits in a row. But all it takes is two or three bad ones in a row and you have fallen out of the limelight. Nintendo has shown consistent solid sales."

TT: When are we going to see the latest Nintendo games

in the UK?

BL: "We will bring all the latest stuff as quickly as possible, not only Nintendo titles but also the third-party games."

TT: Isn't the UK small fry compared to the rest of the world and won't we always be third in line behind Japan and the US?

BL: "We have had a tremendous response in the US from European customers, how can we get it and when will it be here?"

"I do not think the UK will be behind, when the console is out and promotions are in full swing we will be accelerating the introduction of software so there will be

almost simultaneous US/UK launches.

TT: How do you view the UK and will games be developed here?

BL: "Nintendo is already talking to UK software houses, it has been happening for the past two or three years. Games are presented to Nintendo from the UK as well as the US in fact worldwide."

TT: I recently heard of a Nintendo clone being produced in Taiwan and selling at below market price, is piracy a problem?

BL: "Not at this time, Nintendo is well known for its aggressive enforcement of its copyright."

TT: What promos can we expect in 1988?

BL: "There are two areas here, TV which we feel is a strong source to push the console and games. We will be spending around two million pounds on the TV push in the build up to Christmas 1988. Secondly we will be spending over one million pounds on in-store displays, literature, select consoles similar to arcades where the consumer can choose a game from a 12/16 cartridges stacked in the machine and play it instantly at the press of a button."

TT: Will there be any price reductions on the console or games?

BL: "We will have two basic packages, the control deck and Super Mario Bros cart and the Deluxe set which includes a robot and light gun. All I can say about price is that when the Deluxe set was launched in 1985 it was selling for between 139 and 159 dollars and today it still sells in the same price range."

TT: What prices will the new games sell for?

BL: "The end user is the real key to this. The questions to be asked are is the consumer satisfied with the game and how long are they satisfied with it? It comes down to the keyword 'play value'."

"Pricing an software will be around £20 to £30."

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LETTERS

● How come all the people on C+VG have such funny names? Tony Takoushi, The Friend, Senatus St John. I've been around for fourteen years now and never once met anybody called any of those. Are they real names or have you just made them up? Now we have a new editor called Eugene, I ask you! Nobody is really called that. Then I got the latest ish (March) and even the new staff writer's got a bloody silly last name. Just what is going on? These people make Melissa Ravenell seem plausible. At least there is always Paul Boughton, who sounds nice and normal, but I bet he isn't really. Can we see a picture of them all to prove they exist? *Danny Bagdas Norntham*

Editor's reply: No. And with your last name, well...

● How come Shuk - or is it Dooder? I can't tell which is which - looks exactly the same as Bradley in 2000 AD? Same ridiculous booby gun, same bulging eyes, same hopeless 1972 hair 'style'. Same antisocial behaviour too! Have you been copying the Mighty Oat - or is there a mole in the C+VG office? He should be told, why can't you have nice comics in the mag anyway, like the Beano or My Little Pony. I'm sure that would be far more popular.

*Simon Rustler
Ayle of Lewis,
Scotland*

Editor's reply: Well, you know what they say, Simon, great minds think alike...

● What I'd like to ask you all at C+VG is why all the video games are so hard to play. I have only just started and an ending that often I can't even get beyond the first level! There is one game that I have yet to last more than ten seconds on and it is getting really frustrating. I am beginning to get to hate that stupid music that comes on each time you have to try again. What I am asking is why do the manufacturers not make some games that aren't too hard for the less experienced gamers to play, as well as the really hard ones for the experts? They could mark on the cover a difficulty rating, so we

could know which ones to buy. Like on books where they say suitable for ages 11-13 or whatever. *Andy Lillow, Sleeton, W. Yorks*

● May I use your pages to pass on some useful tips I have come across which readers may have missed in past issues of C+VG?

Tip One: How to crack the release date code for C+VG. It's always stated in the magazine pages as "Out 15th..." but, in fact, comes out around the 24th of each month. I cracked the March issue. This shows the contents of Next Month's issue. The bottom left-hand column states "Out on sale March 19th," but the bottom right-hand column states "April's C+VG out on March 26th."

Tip Two: If, like me, you have 3,000 titles on your ST (What do you mean rubbish? Everybody claims to have 3,000 titles on their machine) then you may have experienced the same problem that I have. Where to put them! I tried putting one hundred in a shoebox - but do you put 30 shoeboxes? Good of C+VG came to my rescue. The inside story on page 5 of the March issue states, "The launch of Xenon for the ST and Amiga... are now beginning to be captured on 2 1/2 inch discs." Why didn't I think of that? Cut one inch off those 3 1/2 inch discs! Careful marking with a ruler and pencil and then careful snipping with sidecutters gave me instantly 30 per cent more room on my shelves.

There is one very small drawback that has me stumped. How to get those molten blobs of 2 1/2 inch square blue plastic out of my 3 1/2 inch drive.

I am not the type to give up easily so I hope to have the answer ready for you in the May edition which will be in the newsagents on the 15th or 26th of April.

*M. Lockery,
Bassiford,
Essex*

Editor's reply: Thank you for your very helpful tips. Hal I bet you think we haven't got a very good excuse about the dale mix yet! Wrong! How much do you know about black holes, time wars and C+VG's highly controversial theory of relativity? Not a lot, I bet. So there's not a lot of point in

explaining, is there? As for the disk mistake, what's one inch between friends?

● AAAAAAAAAAGH!! I knew it! It just had to happen. The price went up! I was expecting £1.25 but it was £1.10. Was 15 pence worth it? You might as well go to £1.25. What do other readers think?

A few things about the mag reviews are perfect, reviewers are perfect and has Paul put on weight? Also on your mag in the March 88 issue you said it would be out on the 26th or the 15th as usual!

And as for T.T. shooting his mouth off about his arcade machines and car, that doesn't mean he can shout out across the world about the predictions for 8-bit computers. What a load of rubbish! What does he know about the future?

*Aaron Bradford,
Bassiford,
Essex*

Editor's reply: 15p may not be a lot to you, Alan, but it could be for our other readers. Our aim is to keep the price as low as possible. No Paul hasn't put on weight. That's Garry Williams, our Ad Manager. He is visibly growing fatter by the hour. Y.Y. knows a lot about the future. It's something to do with his crystal ball. I've already explained about the date mix-up.

● What on earth has happened to my fav magazine? I have been reading C+VG for about three years now and I feel as though I have learned a lot through your pages. Not just about the latest games coming out - I thoroughly enjoyed reading all your features - from making your own Alien mask to what's hot on the other side of the Atlantic.

This was one of C+VG's strong points. It made you stand out from all the others on the newsstand. Ace were launched you could see they had obviously taken a leaf out of your book and had incorporated features alongside the software reviews.

So, what happened to C+VG? Less and less features and more software reviews. Okay I know that first and foremost you have to cater for the computer buying public, but kids do have other interests and it was great buying C+VG and getting two magazines for the price of one. Many of my interests

nowadays stem from reading them first in C+VG.

So come on guys pull your socks up and give us what we want - otherwise you will end up like an up-market Commodore User!

It's your readers who have put you on the number one slot time and time again, doesn't this tell you that you had the right formula. If you carry on like this I wouldn't be surprised to see your crown slip! *George Wilkins,
Peecham,
London*

● I would appreciate if you would inform your readers of the Scottish Office of MSX Link International. We are currently the largest MSX users group in the UK, with both offices publishing a separate monthly magazine. The Scottish office is for anyone, and we have at present members from all over the UK and the world.

The Scottish office's publication is a monthly eight to 10 page newsletter, which is filled with news, reviews, hints/MSX-2 news, and lots more.

It costs only £6 per year to join, for this fee you will receive 12 monthly newsletters, and friendly advice when required, if you would like further information then you are invited to send a large SAE to the address below: *MSX Link International,
Scottish Office,
North Lodge,
Caulfield Road,
Airdrie,
Scotland, ML6 9RJ*

Editor's reply: Thanks for the information, Craig, but where's our copy.

● Wow, March C+VG had the best cover ever! It was brilliant. I rushed out to buy the game, it's a pity they didn't use your picture on their box.

Mind you, C+VG's covers are usually better than any of the other computer mags. *Outrun* was my favourite before Xenon as it was really like the games and I love Ferrari's.

Why don't you use the cover's as the posters in the magazine. I would put them all on my walls. *Roger Green,
Stoke Newington,
London*

Editor's reply: We're all glad you like our cover illustrations. Roger, we will try to keep up the good work. We don't use cover artwork as posters because we would rather use a new illustration for the poster.



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Hot Gossip

You thrilled to the reviews, you drolled over the pecking, you perspired over the keyboard and you may even have enjoyed playing *Garrison* from Digital Dreams, the *Gauntlet* inspired offering for the Amigo.

Well, you can look forward to the same again with *Garrison 2*. It runs on a standard Amigo 500, with enhanced graphics and highscore save for

Loud and proud and ready to shock. Yes, C+VG's very own Mr T - Tony Tokoushi - is back to rant and rave about computer games. Love or hate him, just read him.

remove magic blocks and act as smart bombs). The enemy comes in many guises, sorcerers, guards, demons, conjurers, ghosts, morphs and dooths (I hate these).

are not all one-shot pushovers, Deaths drain a lot of energy if they touch you.

Presentation is very good, the graphics and sound were made for each other and play is

give you a lot of the same.

The next time you visit your local arcade stop and look around you.

In the not too distant future you may find that arcade companies will tend to shy away from producing coin-ups and concentrate their energies on console and computer software.

Think about it, in coming years consoles



▲ The playability of *Garrison* is unmatched

those of you with larger memories.

The game plays much like *Gauntlet* in that you have to travel from section to section collecting keys (to open doors and walls), potions, food and just about anything else to hand before escaping through an Exit. The screen scrolls around as you move. The two scores to watch are Health and Time, those both count down continuously and if time hits zero the health score decreases at twice its normal speed.

There are various treasures to collect (500 and 1000 points), food (1000 and 2500 points), teleports, glue patches, these are a DRAG, medicine (a real goody giving 5000 health points), scrolls (these



▲ Watch out: Deaths may be working round the corner

and computers will be getting dedicated graphics chips and supremely fast processors and co-processors.

The implication is that what is sitting under the sofa in your front room will have the power of (say) a Space Harrier coin-up. What arcade company in its right mind is going to spend a small fortune developing state-of-the-art machines/games if it can scale them down for home use and ship millions worldwide.

The Nintendo console is a taste and perhaps an indicator, it has a huge worldwide base, the games being written for it are either from the arcades or hit (and I mean HIT) computer titles.



▲ Choose between five different characters

You can use the scrolls collected to kill Dooths and you should watch out for the Conjurers who lob magic orbs at you (these mothers are mean and fast). You can destroy the enemy by shooting although they

painfully good. The playability and speed of this game is unmatched and indeed it would be hard to emulate on any other machine. If you enjoyed the original *Garrison* then this will

by Tony Tokoushi

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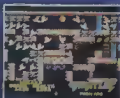
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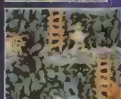
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